GAMER
MARCH 15TH 2026
ZELDA
Franchise Special

ZELDA GAMER

Time Line

1986 The Legend of Zelda

1987 The Adventure of Link

1991 A Link to the Past

1993 Link's Awakening

1998 Ocarina of Time

1998 Link's Awakening DX

2000 Majora's Mask

2001 racle of Seasons and Oracle of Ages

2002 Four Swords

2002 The Wind Waker

2004 Four Swords Adventures

2004 The Minish Cap

2006 Twilight Princess

2007 Phantom Hourglass

2009 Spirit Tracks

2011 carina of Time 3D

Time Line

2011 Four Swords Anniversary Edition

2011 Skyward Sword

2011 Skyward Sword

2013 The Wind Waker HD

2013 A Link Between Worlds

2015 Majora's Mask 3D

2015 Tri Force Heroes

2016 Twilight Princess HD

2017 Breath of the Wild

2019 Link's Awakening

2021 Skyward Sword HD

2023 Tears of the Kingdom

2024 Echoes of Wisdom

2025 Breath of the Wild – Nintendo Switch 2 Edition

2025 Tears of the Kingdom – Nintendo Switch 2 Edition

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1986 The Legend of Zelda

"The Legend of Zelda," released in 1986, is a seminal action-adventure game developed and published by Nintendo.

It marked the beginning of one of the most iconic and influential video game franchises of all time.

The game is set in the fantasy land of Hyrule, which has fallen into chaos.

The evil Ganon, the Prince of Darkness, has stolen the Triforce of Power and kidnapped Princess Zelda.

ZELDA GAMER

1986 The Legend of Zelda

Before her capture, Zelda managed to shatter the Triforce of Wisdom into eight fragments and hide them in secret underground dungeons, hoping to prevent Ganon from obtaining its full power. Her nursemaid, Impa, is tasked with finding a hero to save the kingdom.

ZELDA GAMER

1986 The Legend of Zelda

This is where Link, an elf-like boy, steps in. He rescues Impa from Ganon's henchmen and, upon hearing her plea, embarks on a quest to reassemble the Triforce of Wisdom, defeat Ganon, and rescue Zelda.

Players control Link from a top-down perspective, exploring a vast over world and various dungeons.

ZELDA GAMER

1986 The Legend of Zelda

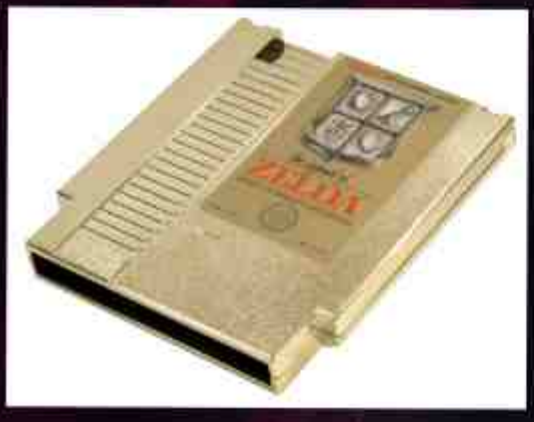
The game is non-linear, offering players a significant degree of freedom to explore Hyrule and tackle dungeons in a non-prescribed order.

Link starts with minimal equipment including a small shield and sword and must acquire various items and upgrades throughout his journey, such as bombs, a boomerang, magic rings, and stronger swords, to overcome obstacles and enemies.

ZELDA GAMER

1986 The Legend of Zelda

The core gameplay involves navigating maze-like dungeons, solving puzzles, defeating a diverse range of enemies and ultimately collecting the eight fragments of the Triforce of Wisdom.

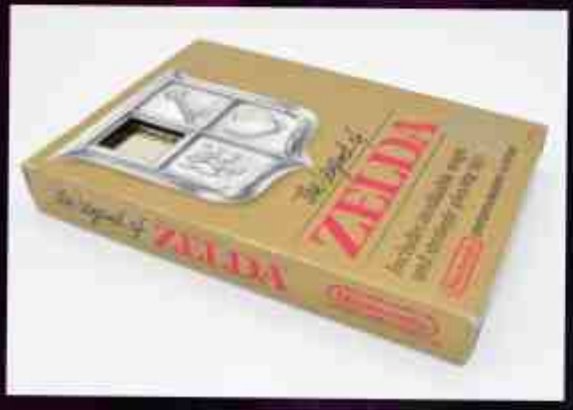


Once all eight pieces are collected, Link gains access to the final dungeon to confront and defeat Ganon.

ZELDA GAMER

1986 The Legend of Zelda

A significant innovation for its time was the battery-backed save feature, allowing players to save their progress, which was crucial for a game of its scope and length.



Upon completion, the game offered a "Second Quest" with remixed enemy placements and dungeon layouts, providing an even greater challenge.

ZELDA GAMER

1986 The Legend of Zelda

The Legend of Zelda" was a critical and commercial success, selling millions of copies and widely regarded as one of the greatest video games of all time.

It was revolutionary for its time, blending elements of action, adventure, and role-playing genres in a way that defied easy categorization.

ZELDA GAMER

1986 The Legend of Zelda

Its open-world design, emphasis on exploration and discovery, and the implementation of a save system set new standards for console gaming.

The game heavily influenced countless subsequent titles, establishing many conventions that are still seen in action-adventure and role playing game genres today.

ZELDA GAMER

1986 The Legend of Zelda

Its focus on non-linear progression and rewarding exploration was a stark contrast to the more linear platformers and arcade games prevalent at the time.

The game's legacy is undeniable, laying the foundation for a beloved franchise that continues to push boundaries in gaming.

ZELDA GAMER

1987 The Adventure of Link

"Zelda II: The Adventure of Link," released in 1987 (January 14, 1987, in Japan; September 26, 1988, in North America), is the direct sequel to the original "The Legend of Zelda."

" However, it stands out significantly from its predecessor and most other games in the series due to its distinct gameplay mechanics.

ZELDA GAMER

1987 The Adventure of Link

The game takes place several years after the original "Legend of Zelda." Link, now 16 years old, notices a strange mark on the back of his hand, identical to the crest of Hyrule. Impa, Princess Zelda's nursemaid, takes him to the North Castle, where a magically sealed door has been hidden for generations.

Behind this door lies another Princess Zelda (not the one Link rescued in the first game), who has been under a sleeping spell for ages.

ZELDA GAMER

1987 The Adventure of Link

Her brother, a previous prince of Hyrule, tried to force her into revealing the location of the Triforce of Courage.

When she refused, his wizard friend cast a spell that put her into an eternal slumber, also killing the wizard in the process.

ZELDA GAMER

1987 The Adventure of Link

Overwhelmed with remorse, the prince decreed that every female in the royal family would forever be named Zelda, and he had the original sleeping princess placed in the castle tower.

Impa reveals that Link must collect six crystals and place them in statues within six palaces across Hyrule to open the way to the Great Palace, where the Triforce of Courage resides. Only by uniting the three Triforces (Power, Wisdom, and Courage) can the sleeping princess Zelda be awakened.

ZELDA GAMER

1987 The Adventure of Link

Meanwhile, Ganon's minions are trying to use Link's blood to revive their master.

This is where "Zelda II" truly deviates from the original.

While the over-world is still viewed from a top-down perspective, all towns, caves, and dungeons switch to a side-scrolling platformer view.

This was a significant departure and gave the game a unique feel within the series.

ZELDA GAMER

1987 The Adventure of Link

Upon earning enough XP, Link can choose to increase his Attack, Magic, or Life (HP) stats. This was a unique feature not seen in other main "Zelda" titles.

Link learns various magic spells throughout the game, such as Shield, Jump, Life (healing), Fairy (to transform into a fairy), Fire, Reflect, Spell (to turn enemies into "Bots"), and Thunder. These spells consume Magic Points (MP) from a magic meter.

ZELDA GAMER

1987 The Adventure of Link

Side-scrolling combat is more action-oriented and requires precise timing.

Link can perform an "Upward Thrust" and "Downward Thrust" with his sword, adding more depth to battles.

If Link loses all his lives, it's game over, and he restarts from the North Castle. However, he retains all collected items and level-ups.

ZELDA GAMER

1987 The Adventure of Link

Zelda II is often cited as one of the most challenging games in the "Zelda" series due to its punishing enemies, tricky platforming segments, and limited lives.

The game introduces towns with non-player characters who offer hints, teach Link new sword techniques, or provide quests.

This added a layer of interaction and world-building not present in the first game.

ZELDA GAMER

1987 The Adventure of Link

Zelda II received mixed reactions upon its release and continues to be a divisive entry in the Zelda franchise.

Many fans consider it the "black sheep" of the series due to its drastic departure from the established gameplay formula.

Despite the divisiveness, it introduced several elements that would later become staples or appear in other "Zelda" games, such as:

The Triforce of Courage.

ZELDA GAMER

1987 The Adventure of Link

Many of the town names such as Ruto, Saria, Mido, Darunia, Nabooru, and Kasuto were later used as the names of the Sages in "Ocarina of Time."

While not as universally acclaimed as its predecessor or later titles, "The Adventure of Link" is recognized for its ambition and for attempting to innovate game style within the series.

It's often re-evaluated by players who appreciate its unique challenges and contributions to the "Zelda" lore.

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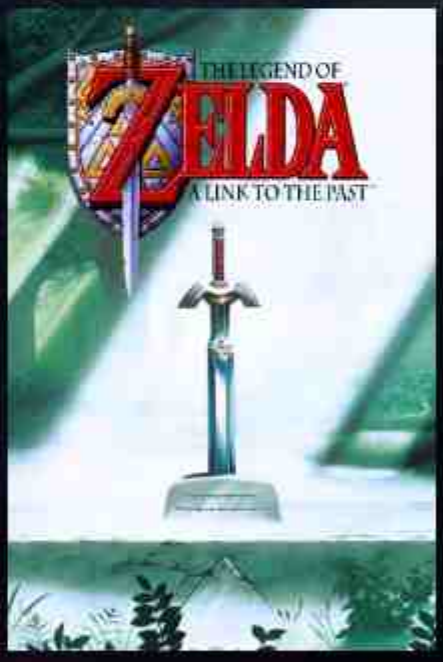
1991 A Link to the Past

The Legend of Zelda: A Link to the Past, released in 1991 for the Super Nintendo Entertainment System (SNES), is widely considered a masterpiece and a pivotal game in the "The Legend of Zelda" series.



It marked a return to the top-down perspective of the original game after the side-scrolling departure of "Zelda II: The Adventure of Link," while significantly expanding upon the formula.

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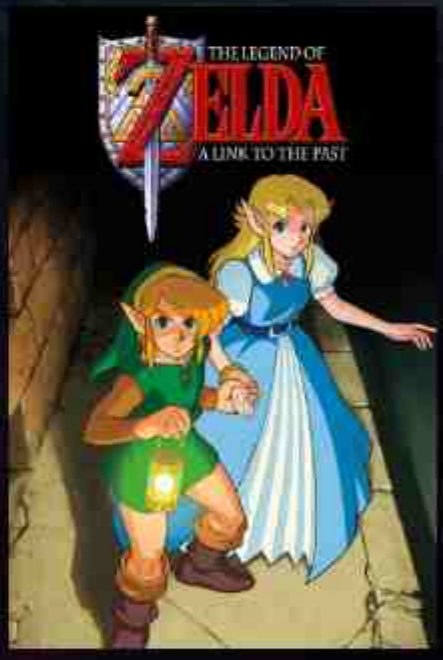
1991 A Link to the Past

The game's beautiful 16-bit graphics, memorable soundtrack by Koji Kondo, and intuitive controls further cemented its legacy.



A Link to the Past is often seen as the game that truly defined the Zelda formula, establishing many conventions that would be iterated upon in future installments, including Ocarina of Time.

" Its influence can be seen across the entire action-adventure genre.

ZELDA

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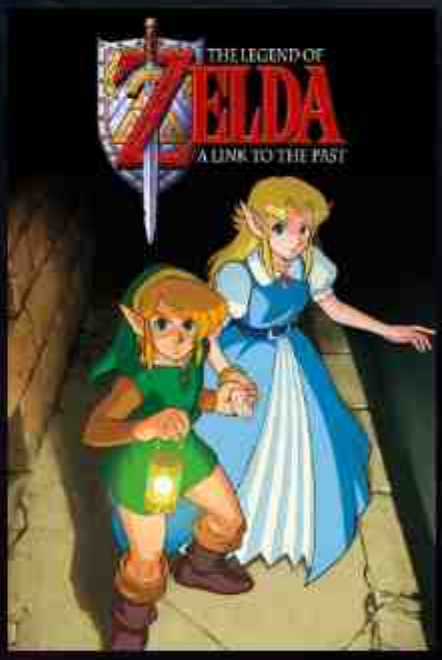
1991 A LINK TO THE PAST

THE CONCEPT OF PARALLEL WORLDS, THE SPECIFIC SET OF ITEMS, AND THE OVERALL STRUCTURE BECAME A BLUEPRINT FOR MANY SUBSEQUENT "ZELDA" GAMES AND COUNTLESS OTHER ADVENTURE TITLES.



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1993 Link's Awakening

"The Legend of Zelda: Link's Awakening," released in 1993 for the Game Boy, is a unique and critically acclaimed entry in the "Zelda" series.

It was the first handheld "Zelda" game and distinguished itself with its unconventional story, setting, and cast of characters, often diverging from traditional "Zelda" tropes.

ZELDA

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1993 Link's Awakening

After the events of "A Link to the Past," Link is sailing on the high seas when his ship is caught in a fierce storm and shipwrecked.

He washes ashore on Koholint Island, a mysterious place cut off from the rest of the world. Upon awakening, he is found by Marin, a kind girl who nurses him back to health.

ZELDA

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1993 Link's Awakening

Link soon learns that he cannot leave the island unless he awakens the mythical Wind Fish, a giant, whale-like creature said to be sleeping in a giant egg atop Mount Tamaranch.

To do this, he must collect eight musical instruments, known as the Instruments of the Sirens, which are hidden in various dungeons across the island.

ZELDA

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1993 Link's Awakening

As Link progresses, he encounters strange creatures, some of whom reveal a profound and melancholic truth about Koholint Island and its inhabitants — that the entire island and everything on it is merely a dream of the Wind Fish, and upon its awakening, the island will vanish.

Top-Down Perspective: Like the original "Zelda" and "A Link to the Past," "Link's Awakening" primarily uses a top-down perspective for exploration and dungeon crawling.

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1993 Link's Awakening

Overworld and Dungeons: The game features a sprawling overworld of Koholint Island with various distinct regions, along with eight main dungeons (plus an optional ninth "Color Dungeon" in later versions) where the Instruments of the Sirens are found.

While some classic "Zelda" items return (sword, shield, bombs, hookshot), "Link's Awakening" introduced several new and memorable ones.

ZELDA

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1993 Link's Awakening

Side-Scrolling Segments: Due to the inclusion of the Roc's Feather, there are specific areas (often caves or mini-dungeons) that switch to a side-scrolling platformer view, reminiscent of "Zelda II" but integrated differently.

Link must trade various items with different Non Playable Characters in a specific order to obtain a crucial item (the Magnifying Lens), which then allows him to decipher a book needed to progress.

ZELDA GAMER

1993 Link's Awakening

The 2019 Nintendo Switch remake introduced a new "Chamber Dungeon" feature, allowing players to create their own mini-dungeons by arranging pre-made rooms found during the main game.

Link's Awakening" was a massive critical and commercial success, proving that the "Zelda" formula could thrive on a handheld system.

It's often cited as one of the best games on the original Game Boy.

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1998 Ocarina of Time

"The Legend of Zelda: Ocarina of Time," released in 1998 for the Nintendo 64, is not just a game; it's a landmark in video game history.

It seamlessly transitioned the beloved "Zelda" franchise into a 3D environment, setting new standards for action-adventure games and influencing countless titles that followed.

It is widely considered one of the greatest video games of all time.

ZELDA

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1998 Ocarina of Time

The game begins in the Kokiri Forest, home of the childlike Kokiri tribe, where Link (a Hylian boy raised as a Kokiri) is the only one without a fairy companion.

The Great Deku Tree, the guardian of the forest, summons Link and bestows upon him his fairy, Navi, tasking them with stopping a looming evil.

ZELDA GAMER

1998 Ocarina of Time

Link is sent to Hyrule Castle, where he meets Princess Zelda, who reveals her premonitions of an evil man named Ganondorf, the King of the Gerudo Thieves, who seeks to conquer Hyrule by acquiring the Sacred Realm's ultimate power, the Triforce.

Link and Zelda embark on a quest to collect the three Spiritual Stones to open the Door of Time and claim the Master Sword, preventing Ganondorf from reaching the Triforce.

ZELDA GAMER

1998 Ocarina of Time

However, their efforts inadvertently allow Ganondorf to gain access to the Sacred Realm.

Link is then sealed away for seven years until he is old enough to wield the Master Sword.

He awakens as an adult in a Hyrule devastated by Ganondorf's rule and must now travel through time (between his child and adult forms) to awaken the Seven Sages and defeat Ganondorf.

ZELDA GAMER

1998 Ocarina of Time

Ocarina of Time revolutionized 3D gaming with its innovative mechanics.

The game presented Hyrule as a vast, interconnected 3D world, offering unprecedented freedom of exploration. Hyrule Field served as a central hub, connecting various iconic locations like Kakariko Village, Zora's Domain, Goron City, and Gerudo Valley.

ZELDA GAMER

1998 Ocarina of Time

Z-Targeting, this groundbreaking control scheme allowed players to lock onto enemies or objects, making 3D combat and interaction intuitive and precise.

This feature became a staple in 3D action games.

Context-Sensitive Buttons The "A" button's function would change depending on the context (e.g., "Talk," "Open," "Examine"), simplifying the control scheme and allowing for a wide range of interactions.

ZELDA

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THE LEGEND OF ZELDA
OCARINA OF TIME

1998 Ocarina of Time

A core element of the story and gameplay, Link can travel seven years into the future or past by using the Master Sword.

This mechanic profoundly impacts the world, as areas and characters change dramatically between the two time periods, creating new puzzles and challenges.

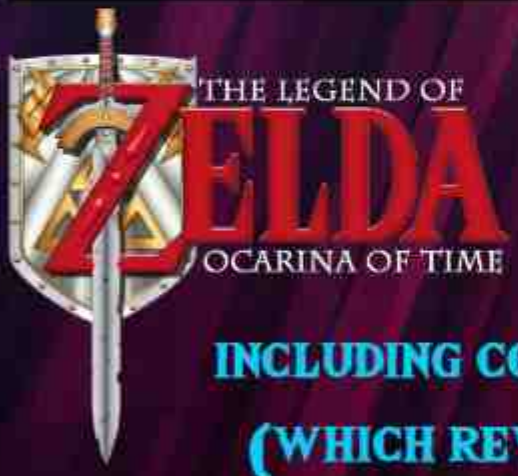
ZELDA GAMER

1998 Ocarina of Time

The Ocarina of Time:** The titular instrument is central to the gameplay. Link learns various melodies that allow him to travel through time.

The game features nine main dungeons (plus mini-dungeons and side quests), each with unique themes, enemies, puzzles, and boss battles. The puzzles often require creative use of Link's ever-expanding inventory of items, from the classic Hookshot and Bombs to new additions like the Fairy Bow, Megaton Hammer, and various magical spells.

ZELDA GAMER



1998 Ocarina of Time

Beyond the main quest, Hyrule is filled with optional activities, including collecting Gold Skulltula tokens (which reward Link with valuable items), participating in mini-games (fishing, target practice), and engaging in the memorable "trading sequence" (similar to Link's Awakening, but less linear).

Ocarina of Time" received universal critical acclaim upon its release.

ZELDA GAMER

1998 Ocarina of Time

It was praised for its immersive 3D world, engaging storyline, innovative gameplay mechanics, memorable characters, and iconic orchestral score by Koji Kondo.

The game was a commercial success, selling millions of copies and cementing the Nintendo 64's position in the console market.

Its impact on the video game industry is immeasurable.

ZELDA

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1998 Ocarina of Time

It defined what a 3D action-adventure game could be, establishing conventions that are still seen in games today.

It pioneered mechanics like Z-targeting, context-sensitive controls, and dynamic camera systems.

Ocarina of Time is frequently cited as one of the most influential and greatest video games of all time, a testament to its timeless design and enduring appeal.

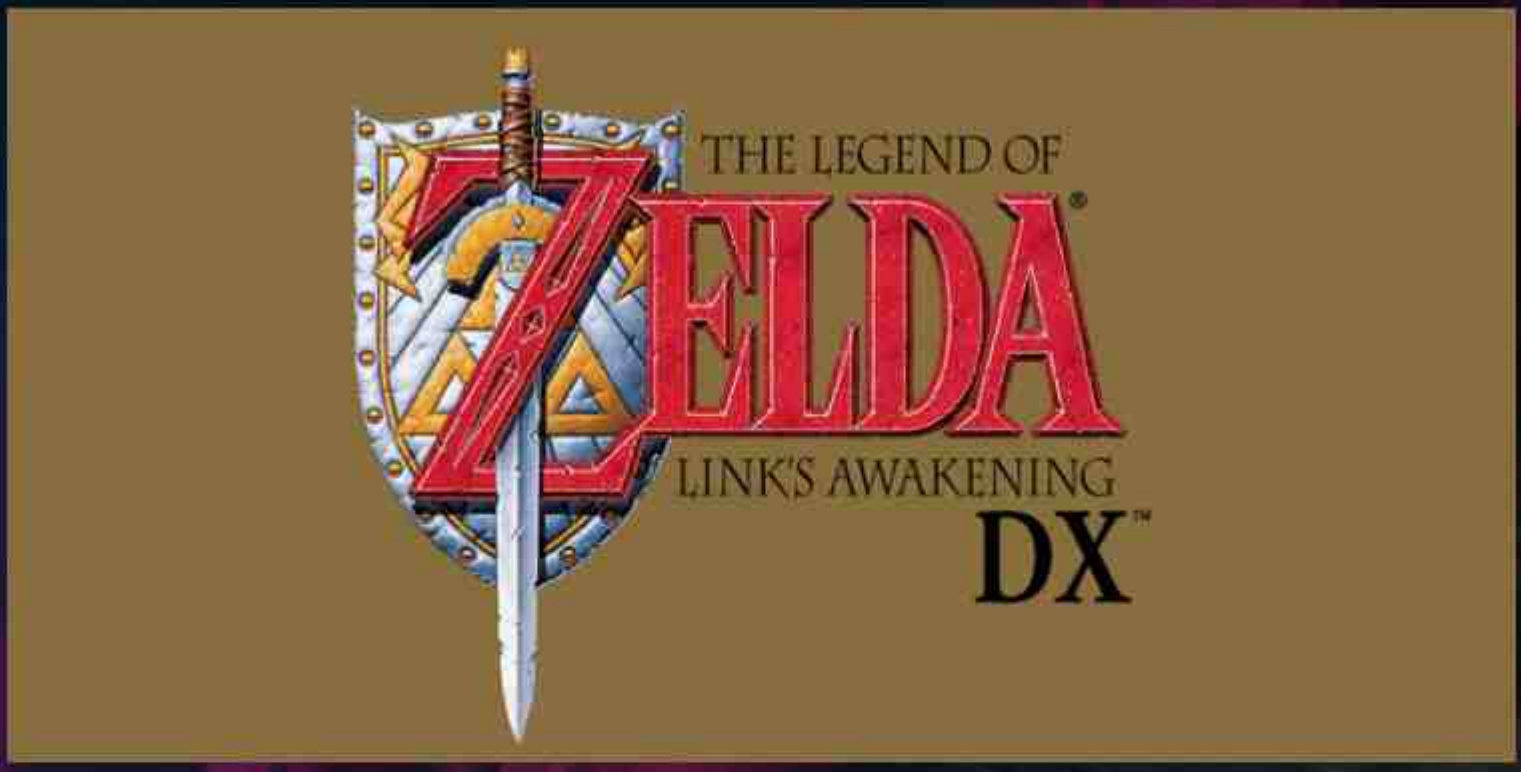
ZELDA GAMER

THE LEGEND OF ZELDA
OCARINA OF TIME

1998 Ocarina of Time

It has been re-released on various platforms, including the Game Cube, Wii, Wii U, and a highly praised 3D remake for the Nintendo 3DS in 2011.

ZELDA GAMER

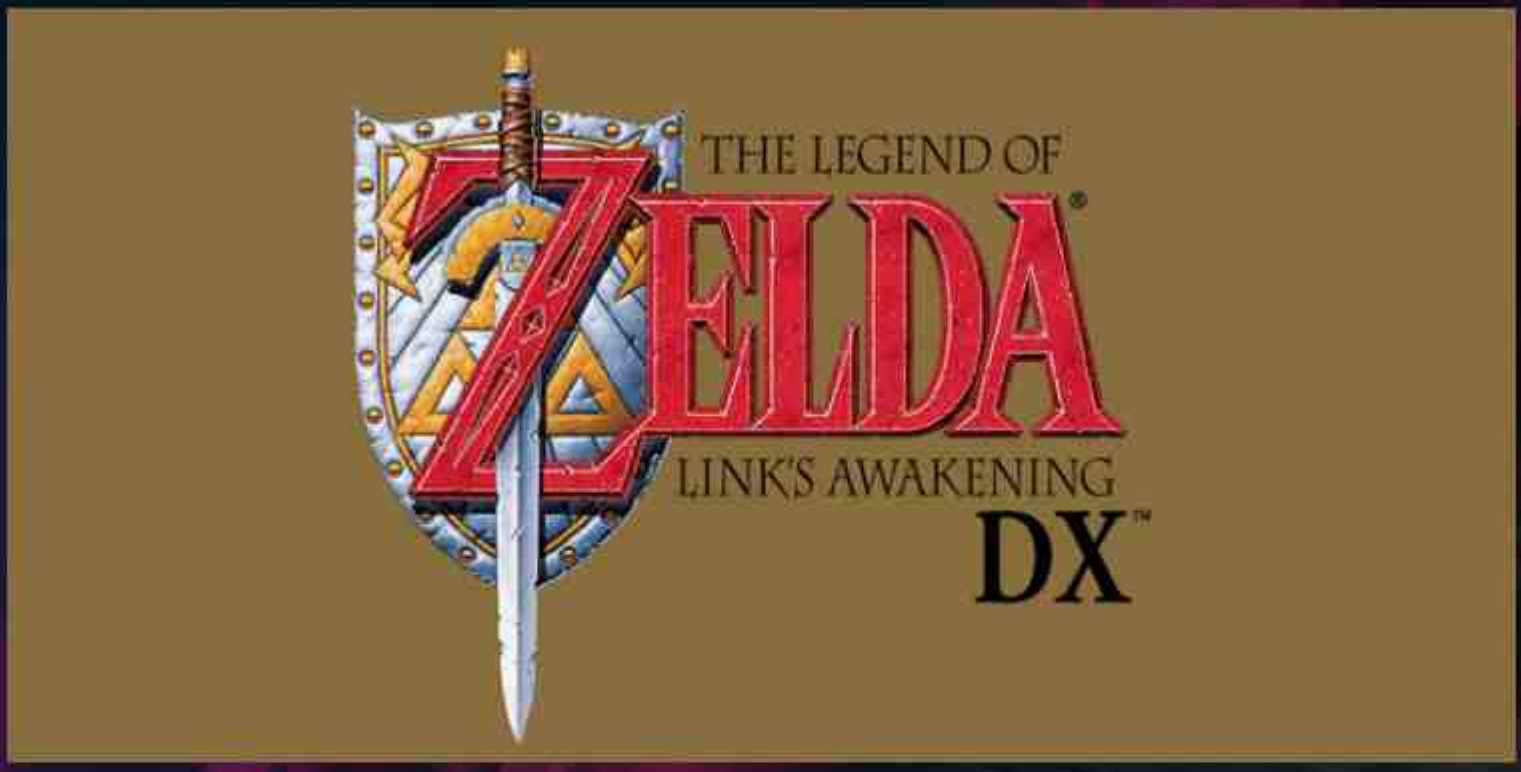


1998 Link's Awakening DX

"The Legend of Zelda: Link's Awakening DX" is an enhanced re-release of the original "Link's Awakening," launched in 1998 (specifically for the Game Boy Color in Japan, North America, and Europe).

While the core game remains the same, the "DX" version brought significant improvements and new content, primarily leveraging the capabilities of the Game Boy Color.

ZELDA GAMER



1998 Link's Awakening DX

Color Graphics: The most obvious and impactful addition was the full-color presentation.

The original Game Boy game was monochrome (greenish-tinted pixels).

"DX" utilized the Game Boy Color's palette, bringing vibrant hues to Koholint Island, its characters, and its dungeons.

This significantly enhanced the visual appeal and immersion.

ZELDA GAMER

1998 Link's Awakening DX

Many puzzles within the Color Dungeon revolve around switching colors, hitting switches that correspond to specific colors, and navigating color-coded blocks.

Completing the Color Dungeon grants Link a choice between two permanent upgrades: the Red Tunic (which doubles Link's attack power) or the Blue Tunic (which halves the damage Link takes).

These tunics provide a significant strategic advantage for the rest of the game.

ZELDA GAMER

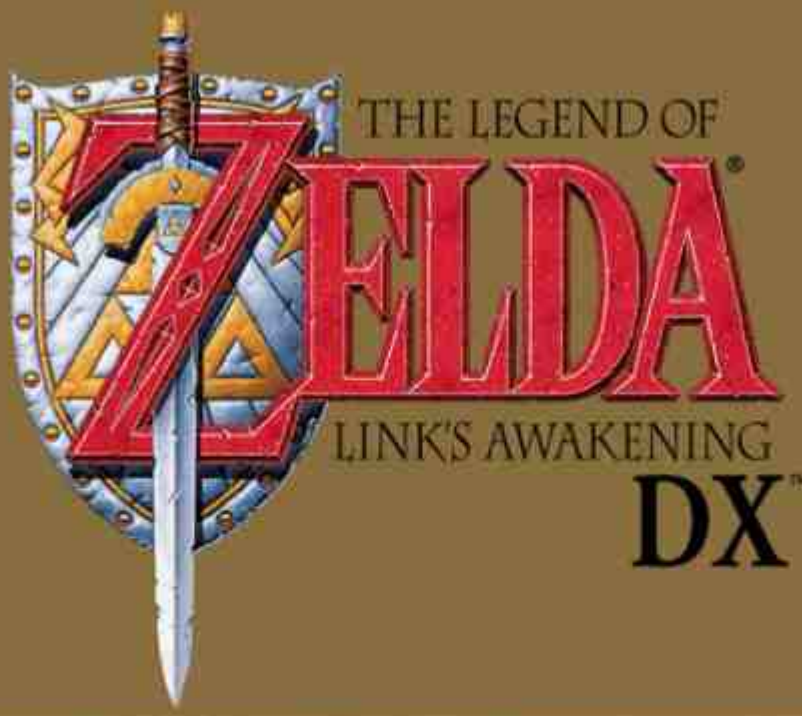
1998 Link's Awakening DX

Exclusive to the DX version, a new character called the "Mouse" runs a photo shop in Mabe Village.

Throughout the game, a photographer character (Photographer Mouse) appears at specific points to take photos of Link during various events, often humorous ones.

These photos are stored in an album and can be printed using the Game Boy Printer a peripheral that was available at the time.

ZELDA GAMER



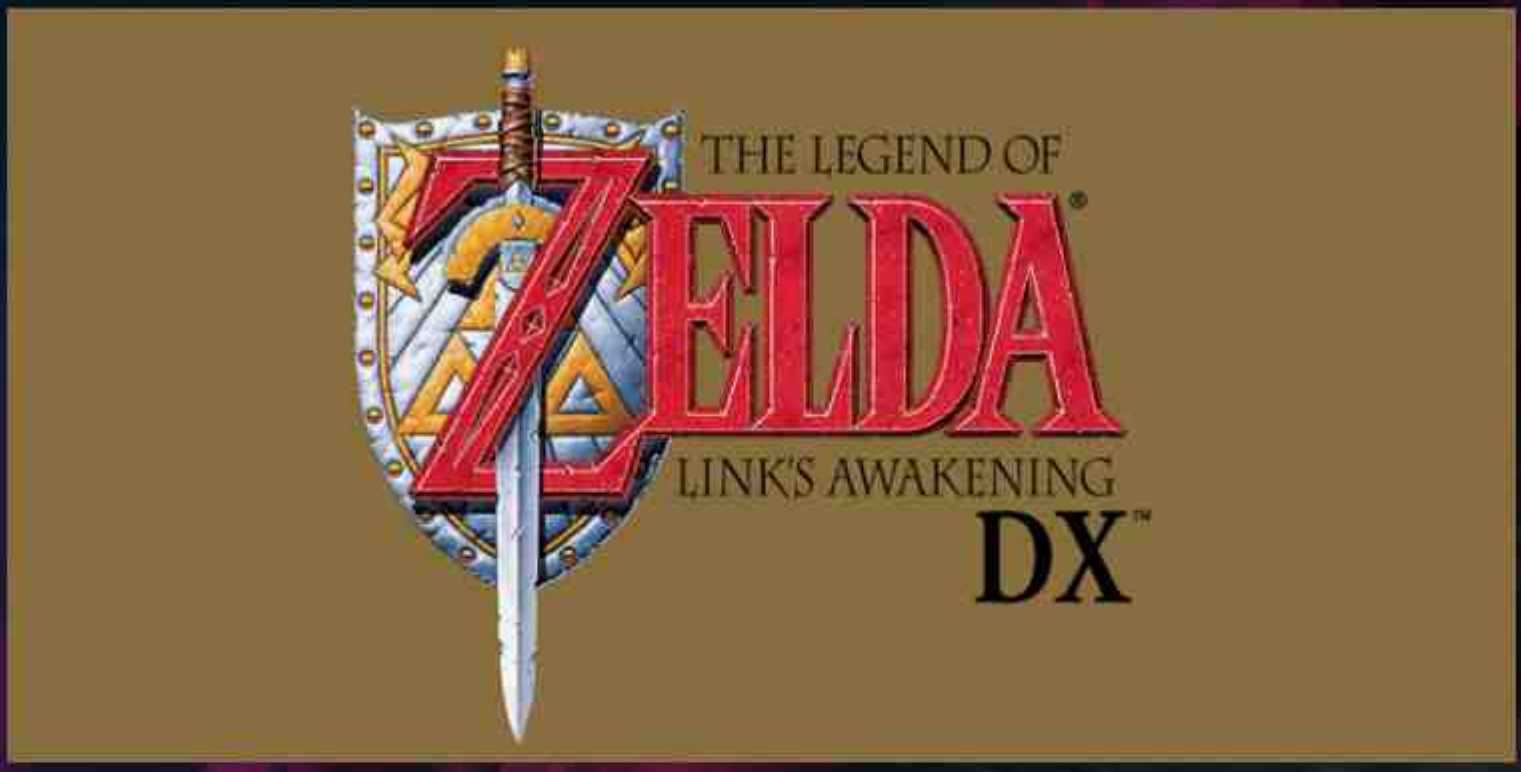
1998 Link's Awakening DX

While the Game Boy Printer is largely obsolete now, the photo album itself provides a charming, albeit non-essential, collectible aspect to the game.

Minor Adjustments and Bug Fixes: Beyond the major additions, "DX" also included some subtle bug fixes and minor tweaks to the gameplay and dialogue to refine the experience.

"Link's Awakening DX" further cemented the original game's status as a classic.

ZELDA GAMER



1998 Link's Awakening DX

The addition of color made an already beloved game even more visually appealing and accessible.

The Color Dungeon provided a compelling reason for existing fans to replay the game, offering new challenges and powerful rewards.

For many players, "Link's Awakening DX" became the definitive version of the game until the 2019 remake for the Nintendo Switch.

ZELDA GAMER

2000 Majora's Mask

"The Legend of Zelda Majora's Mask," released in 2000 for the Nintendo 64, stands as one of the most unique, enigmatic, and often polarizing entries in the "Legend of Zelda" series.

ZELDA GAMER

2000 Majora's Mask

Developed in a remarkably short timeframe just over a year using the "Ocarina of Time" engine, it took the established formula and twisted it into something far darker, more melancholic, and structurally unconventional.

The game begins shortly after the events of Ocarina of Time.

ZELDA GAMER

2000 Majora's Mask

Link, searching for his lost fairy companion, Navi, wanders into a mysterious, eerie forest.

He is ambushed by the mischievous Skull Kid, who is possessed by the evil power of Majora's Mask.

The Skull Kid steals Link's Ocarina of Time and his horse, Epona, and transforms Link into a Deku Scrub.

ZELDA GAMER

2000 Majora's Mask

Link then falls into the parallel world of Termina, a land on the brink of apocalypse.

The moon, with a menacing, leering face, is slowly but inexorably falling towards Termina, set to crash in three days.

ZELDA GAMER

2000 Majora's Mask

Link meets the Happy Mask Salesman, who promises to return Link to his Hylian form and retrieve his stolen Ocarina if Link recovers Majora's Mask, which the Skull Kid stole from him.

Link's quest becomes a desperate race against time to prevent the moon's impact and save Termina, all while dealing with the Skull Kid and the mask's growing power.

ZELDA GAMER

2000 Majora's Mask

Gameplay Mechanics – The Three-Day Cycle:** This is the defining feature of Majora's Mask and its most significant departure from other "Zelda" games.

Link has only 72 in-game hours (about 54 minutes in real-time) before the moon crashes and annihilates Termina.

ZELDA GAMER

2000 Majora's Mask

To prevent this, Link must repeatedly reset the three-day cycle by playing the Song of Time on his Ocarina. This warps him back to the dawn of the first day, but he retains key items, masks, and major dungeon progress.

2000 Majora's Mask

However, small items (like rupees, arrows, bombs), consumable items, and relationship-based progress with non playable characters are lost, creating a constant tension and a unique approach to questing.

Players must carefully manage their time, decide which tasks to prioritize, and strategically reset the cycle.

ZELDA GAMER

2000 Majora's Mask

Majora's Mask" features four main dungeons, fewer than "Ocarina of Time," but they are generally larger, more complex, and heavily integrated with the three-day cycle and the transformation masks.

The boss battles are often imaginative and require clever use of Link's various forms and items.

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2000 Majora's Mask

The game possesses a noticeably darker and more somber tone than "Ocarina of Time."

The impending doom, the despair of Termina's citizens, and the often tragic stories behind the masks contribute to a pervasive sense of urgency and melancholy.

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2000 Majora's Mask

Upon its release Majora's Mask received widespread critical acclaim, though it often lives in the shadow of "Ocarina of Time" for many.

Reviewers praised its unique time-based mechanics, inventive mask system, darker tone, and intricate side quests.

It was a commercial success, though not quite as massive as "Ocarina of Time."

ZELDA GAMER

2000 Majora's Mask

Over time, "Majora's Mask" has garnered an increasingly passionate cult following.

Many now consider it one of the most creatively ambitious and emotionally resonant games in the series, if not in all of gaming.

Its unique structure and themes differentiate it significantly.

ZELDA GAMER

2000 Majora's Mask

The game was later re-released on the Game Cube, Wii, Wii U, and received a highly anticipated 3D remake for the Nintendo 3DS in 2015, which improved the graphics, streamlined some mechanics, and added a few new features.

"Majora's Mask" remains a testament to Nintendo's willingness to experiment with and subvert expectations for its most beloved franchises.

ZELDA GAMER

2001 RACLE OF SEASONS AND ORACLE OF AGES

"THE LEGEND OF ZELDA: ORACLE OF SEASONS" AND "THE LEGEND OF ZELDA: ORACLE OF AGES," BOTH RELEASED IN 2001 FOR THE GAME BOY COLOR, ARE A PAIR OF INTERCONNECTED "ZELDA" TITLES DEVELOPED BY FLAGSHIP (A CAPCOM STUDIO) IN COLLABORATION WITH NINTENDO.

THEY REPRESENT A UNIQUE EXPERIMENT IN THE SERIES, OFFERING TWO DISTINCT ADVENTURES THAT COULD BE LINKED TOGETHER TO REVEAL A LARGER OVERARCHING NARRATIVE AND UNLOCK A TRUE FINAL BOSS.

ZELDA GAMER

2001 RACLE OF SEASONS AND ORACLE OF AGES

BOTH GAMES RETURNED TO THE CLASSIC TOP-DOWN "ZELDA" GAMEPLAY, SIMILAR TO "A LINK TO THE PAST" AND "LINK'S AWAKENING," AND FULLY UTILIZED THE GAME BOY COLOR'S CAPABILITIES FOR VIBRANT VISUALS.

LINK IS TRANSPORTED BY THE TRIFORCE TO THE LAND OF HOLODRUM.

LINK ENCOUNTERS A TRAVELING PERFORMANCE TROUPE, INCLUDING A DANCER NAMED DIN, THE ORACLE OF SEASONS.

ZELDA GAMER

2001 RACLE OF SEASONS AND ORACLE OF AGES

SUDDENLY, THE GENERAL OF DARKNESS, ONOX, ATTACKS, KIDNAPS DIN, AND TRAPS HER IN A CRYSTAL.

THIS ACT THROWS THE SEASONS OF HOLODRUM INTO CHAOS, CAUSING THEM TO CHANGE ERRATICALLY AND THREATENING THE LAND.

LINK'S QUEST IS TO GATHER EIGHT ESSENCES OF NATURE, DEFEAT ONOX, AND RESCUE DIN, RESTORING BALANCE TO HOLODRUM'S SEASONS.

ZELDA GAMER

2001 RACLE OF SEASONS AND ORACLE OF AGES

THE CORE MECHANIC OF "ORACLE OF SEASONS" IS THE ROD OF SEASONS.

BY TAKING IT TO THE FOUR SEASON SPIRITS IN THE TEMPLE OF SEASONS, LINK GAINS THE ABILITY TO CHANGE THE SEASON IN VARIOUS AREAS OF HOLODRUM (SPRING, SUMMER, AUTUMN, WINTER).

ENVIRONMENTAL PUZZLES CHANGING SEASONS IS CRUCIAL FOR PROGRESSION.

ZELDA GAMER

2001 RACLE OF SEASONS AND ORACLE OF AGES

FOR EXAMPLE:

WINTER: FREEZES WATER, CREATING ICE PATHS; CAUSES LEAVES TO FALL, REVEALING HIDDEN PASSAGES.

SPRING: CAUSES FLOWERS TO BLOOM, ALLOWING LINK TO JUMP HIGHER; MELTS SNOW.

SUMMER: DRIES UP RIVERS, REVEALING NEW PATHS; CAUSES PLANTS TO GROW TALL, ALLOWING ACCESS TO HIGHER AREAS.

AUTUMN: CAUSES LEAVES TO PILE UP, WHICH CAN BE BURNED AWAY; MAKES MUSHROOMS APPEAR.

ZELDA GAMER

2001 RACLE OF SEASONS AND ORACLE OF AGES

SEASONS IS GENERALLY CONSIDERED THE MORE COMBAT-FOCUSED OF THE TWO "ORACLE" GAMES, WITH MORE EMPHASIS ON ENGAGING ENEMIES AND USING VARIOUS OFFENSIVE ITEMS.

LINK CAN CHOOSE ONE OF THREE ANIMAL COMPANIONS RICKY THE KANGAROO, MOOSH THE FLYING BEAR, OR DIMITRI THE SWIMMING ZORA TO ASSIST HIM IN HIS JOURNEY, EACH OFFERING UNIQUE WAYS TO TRAVERSE THE ENVIRONMENT.

ZELDA GAMER

2001 RACLE OF SEASONS AND ORACLE OF AGES

THE LEGEND OF ZELDA: ORACLE OF AGES

LINK IS TRANSPORTED BY THE TRIFORCE TO THE LAND OF LABRYNNA.

HE ENCOUNTERS IMPA, PRINCESS ZELDA'S NURSEMAID, WHO IS TRAVELING WITH A SINGER NAMED NAYRU, WHO IS THE ORACLE OF AGES.

AN EVIL SORCERESS NAMED VERAN, THE SORCERESS OF SHADOWS, POSSESSES NAYRU, GAINING CONTROL OVER TIME ITSELF.

ZELDA GAMER

2001 RACLE OF SEASONS AND ORACLE OF AGES

VERAN THEN USES NAYRU'S POWER TO TRAVEL 400 YEARS INTO THE PAST, INTENDING TO MANIPULATE HISTORY TO CREATE AN "AGE OF SORROW."

LINK MUST USE THE POWER OF THE HARP OF AGES TO TRAVEL BETWEEN LABRYNNA'S PAST AND PRESENT, COLLECT EIGHT ESSENCES OF TIME, DEFEAT VERAN, AND RESTORE THE FLOW OF TIME.

THE CENTRAL MECHANIC OF "ORACLE OF AGES" IS TIME MANIPULATION USING THE HARP OF AGES.

ZELDA GAMER

2001 RACLE OF SEASONS AND ORACLE OF AGES

LINK CAN WARP BETWEEN THE PAST AND PRESENT VERSIONS OF LABRYNNA.

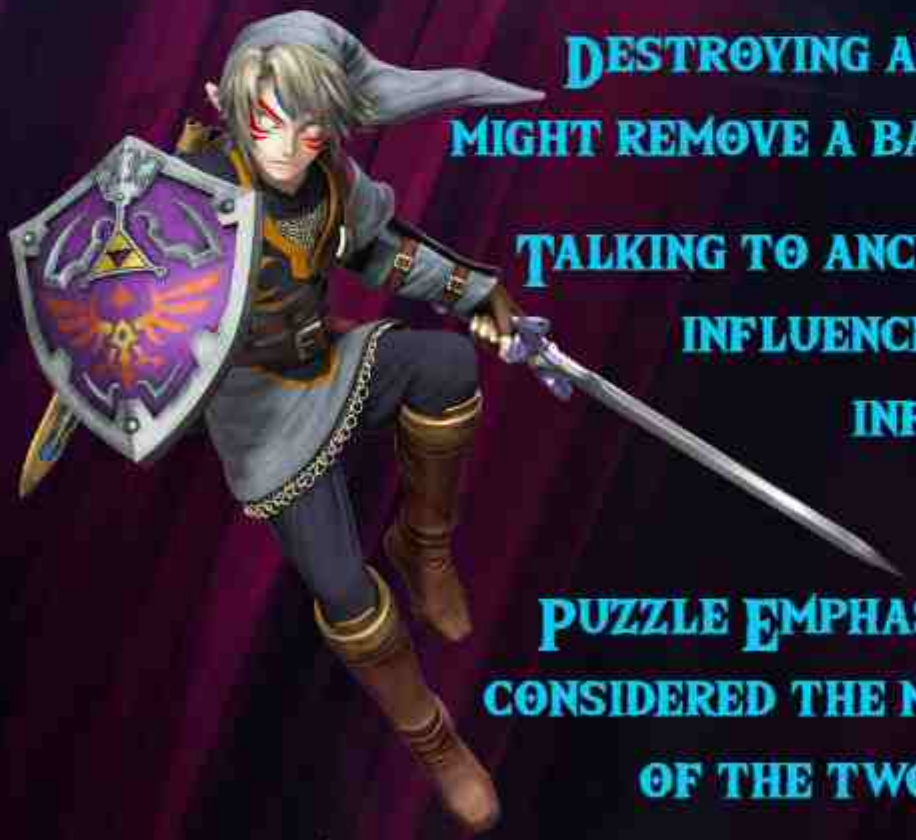
THE GAME HEAVILY EMPHASIZES PUZZLES THAT INVOLVE CHANGING THE ENVIRONMENT IN ONE TIME PERIOD TO AFFECT THE OTHER.

FOR EXAMPLE:

PLANTING A SAPLING IN THE PAST WILL CAUSE A FULL-GROWN TREE TO APPEAR IN THE PRESENT, ALLOWING LINK TO CLIMB IT.

ZELDA GAMER

2001 RACLE OF SEASONS AND ORACLE OF AGES



DESTROYING AN OBSTACLE IN THE PAST MIGHT REMOVE A BARRIER IN THE PRESENT.

TALKING TO ANCESTORS IN THE PAST CAN INFLUENCE EVENTS OR PROVIDE INFORMATION FOR THE PRESENT.

PUZZLE EMPHASIS "AGES" IS GENERALLY CONSIDERED THE MORE PUZZLE-ORIENTED OF THE TWO "ORACLE" GAMES, REQUIRING MORE THOUGHT AND STRATEGIC USE OF ITEMS TO SOLVE ITS TIME-BASED CONUNDRUMS.

ZELDA GAMER

2001 RACLE OF SEASONS AND ORACLE OF AGES

SIMILAR TO "SEASONS," LINK CAN CHOOSE ONE OF THREE ANIMAL COMPANIONS, THOUGH THE ENVIRONMENT AND THEIR UTILITY ARE TAILORED TO LABRYNNA'S DESIGN.

THE MOST INNOVATIVE AND CELEBRATED FEATURE OF THE "ORACLE" GAMES IS THEIR LINKING SYSTEM.

WHILE EACH GAME CAN BE PLAYED AS A STANDALONE ADVENTURE, PLAYING ONE AND THEN "LINKING" TO THE OTHER UNLOCKS A CONNECTED STORY AND THE TRUE FINAL BATTLE.

ZELDA

GAMER

2002 FOUR SWORDS

"THE LEGEND OF ZELDA: FOUR SWORDS," RELEASED IN 2002 FOR THE GAME BOY ADVANCE, HOLDS A UNIQUE PLACE IN THE "ZELDA" SERIES AS THE FIRST GAME TO HEAVILY EMPHASIZE MULTIPLAYER CO-OP GAMEPLAY.

ZELDA

GAMER

2002 FOUR SWORDS

IT WAS BUNDLED AS PART OF A COMPILATION CARTRIDGE, "THE LEGEND OF ZELDA: A LINK TO THE PAST AND FOUR SWORDS," WHERE "FOUR SWORDS" WAS THE COMPLETELY NEW GAME INCLUDED ALONGSIDE A PORT OF THE CLASSIC SNES TITLE.

ZELDA GAMER

2002 Four Swords

The game begins with Link and Princess Zelda at the shrine of the Four Sword, a magical blade that has long sealed away the evil Wind Mage, Vaati.

Zelda, sensing that Vaati's seal is weakening, takes Link to the shrine.

However, upon their arrival, Vaati breaks free and kidnaps Zelda, intent on making her his bride.

ZELDA GAMER

2002 FOUR SWORDS

IN A DESPERATE ATTEMPT TO RESCUE HER, LINK DRAWS THE FOUR SWORD. THIS ACT, HOWEVER, SPLITS HIM INTO FOUR DISTINCT COPIES OF HIMSELF, EACH WEARING A DIFFERENT COLORED TUNIC (GREEN, RED, BLUE, AND PURPLE).

Four Swords

ZELDA GAMER

2002 Four Swords

These four Links must now work together to navigate a series of challenging levels, defeat Vaati, and re-seal him in the Four Sword, rescuing Zelda in the process.

The game was designed primarily for two to four players, each controlling one of the colored Links, connected via Game Boy Advance link cables.

ZELDA

GAMER

2002 Four Swords

Each player needed their own Game Boy Advance system and a copy of the game.

Players must cooperate to solve puzzles and defeat enemies.

The gameplay takes place from a top-down perspective, similar to "A Link to the Past," but with distinct, smaller, randomly generated levels rather than a sprawling overworld.

ZELDA GAMER

2002 Four Swords

Dungeons are procedurally generated, meaning each play through offers a slightly different layout of rooms, puzzles, and enemy placements.

Unlike traditional "Zelda" games where Link accumulates a large inventory, in "Four Swords," players typically carry only one active item at a time (e.g., bombs, boomerang, bow).

ZELDA GAMER

2002 FOUR SWORDS

THEY FIND ITEM PEDESTALS TO SWAP OUT ITEMS AS NEEDED.

INSTEAD OF TRADITIONAL RUPEES DIRECTLY, THE MAIN COLLECTIBLE CURRENCY FOR PROGRESSION IS FORCE GEMS, WHICH POWER UP THE FOUR SWORD. PLAYERS MUST COLLECT A CERTAIN AMOUNT OF FORCE GEMS TO UNLOCK VAATI'S PALACE.

ZELDA GAMER

2002 Four Swords

The original Game Boy Advance version of "Four Swords" did not have a dedicated single-player mode. It strictly required at least two players to begin a game.

This was a significant barrier for many players who didn't have readily available friends with the necessary hardware.

ZELDA GAMER

2002 FOUR SWORDS

NINTENDO RELEASED "FOUR SWORDS ANNIVERSARY EDITION" AS A FREE DOWNLOAD.

THIS VERSION INTRODUCED A SINGLE-PLAYER MODE WHERE THE PLAYER COULD CONTROL TWO LINKS SIMULTANEOUSLY, SWITCHING BETWEEN THEM OR HAVING ONE FOLLOW.

ZELDA GAMER

2002 FOUR SWORDS

IT ALSO ADDED NEW STAGES BASED ON PAST "ZELDA" GAMES (LIKE "A LINK TO THE PAST" AND "LINK'S AWAKENING") AND A "HERO'S TRIAL" MODE.

THIS VERSION MADE "FOUR SWORDS" MUCH MORE ACCESSIBLE TO A WIDER AUDIENCE.

ZELDA GAMER

2002 FOUR SWORDS

NINTENDO SWITCH ONLINE MORE RECENTLY, "FOUR SWORDS" BECAME AVAILABLE AS PART OF THE GAME BOY ADVANCE LIBRARY ON THE NINTENDO SWITCH ONLINE + EXPANSION PACK SERVICE, ALLOWING FOR ONLINE MULTIPLAYER.

"FOUR SWORDS" WAS A NOVEL EXPERIMENT FOR THE "ZELDA" SERIES, INTRODUCING COOPERATIVE MULTIPLAYER AS A CORE MECHANIC.

ZELDA GAMER

2002 FOUR SWORDS

WHILE THE INITIAL GAME BOY ADVANCE RELEASE'S MULTIPLAYER-ONLY REQUIREMENT LIMITED ITS REACH.

THE GAME IS GENERALLY WELL-REGARDED FOR ITS FUN, CHAOTIC MULTIPLAYER ACTION AND CLEVER PUZZLE DESIGN, ESPECIALLY IN ITS LATER, MORE ACCESSIBLE FORMS.

Four Swords

ZELDA GAMER

2002 THE WIND WAKER

THE NINTENDO GAME CUBE WAS A GROUNDBREAKING AND, INITIALLY, CONTROVERSIAL ENTRY IN THE "ZELDA" SERIES DUE TO ITS DISTINCTIVE ART STYLE.

MANY CENTURIES AFTER THE EVENTS OF "OCARINA OF TIME,"

THE LAND OF HYRULE HAS BEEN SWALLOWED BY THE GREAT FLOOD, AND ITS MOUNTAINTOPS NOW FORM ISLANDS SCATTERED ACROSS A VAST OCEAN.

ZELDA

GAMER

2002 The Wind Waker

On Outset Island, a young boy named Link is celebrating his birthday, a day when boys his age traditionally don green clothes, much like the legendary hero of old.

However, his life takes an unexpected turn when his younger sister, Aryll, is captured by a giant bird (the Helmaroc King) at the command of a resurrected Ganondorf, who is searching for Princess Zelda (or rather, her descendant.

ZELDA GAMER

2002 The Wind Waker

Link, with the help of a pirate captain named Tetra, sets sail on the talking boat, the King of Red Lions, to rescue Aryll.

His journey soon intertwines with the fate of the world as he discovers his destiny as the next Hero of Winds, tasked with sailing the Great Sea, visiting ancient temples, and ultimately confronting Ganondorf to save the scattered islands and uncover the lost kingdom of Hyrule.

ZELDA GAMER

2002 THE WIND WAKER

THE MOST IMMEDIATELY STRIKING FEATURE WAS ITS CEL-SHADED GRAPHICS, GIVING THE GAME A CARTOON-LIKE, ANIMATED APPEARANCE.

THIS WAS A RADICAL DEPARTURE FROM THE MORE REALISTIC (FOR THE TIME) VISUALS OF "OCARINA OF TIME" AND "MAJORA'S MASK" AND INITIALLY MET WITH MIXED REACTIONS, THOUGH IT HAS SINCE BECOME BELOVED FOR ITS TIMELESS QUALITY.

ZELDA GAMER

2002 THE WIND WAKER

INSTEAD OF A TRADITIONAL HYRULE FIELD, THE GAME FEATURES A VAST GREAT SEA DOTTED WITH NUMEROUS ISLANDS.

EXPLORATION IS DONE PRIMARILY BY SAILING THE KING OF RED LIONS.

DESPITE THE INITIAL CONTROVERSY OVER ITS ART STYLE, "THE WIND WAKER" RECEIVED UNIVERSAL CRITICAL ACCLAIM UPON RELEASE.

ZELDA

GAMER

2002 THE WIND WAKER

THE GAME WAS PRAISED ITS EXPANSIVE WORLD, INNOVATIVE SAILING MECHANICS, EMOTIONAL STORY, MEMORABLE CHARACTERS, AND TIMELESS ART DESIGN.

AND FOR BRINGING A FRESH PERSPECTIVE TO THE "ZELDA" FORMULA WHILE RETAINING THE CORE ELEMENTS THAT FANS LOVED.

THE GAME WAS A COMMERCIAL SUCCESS FOR THE GAME CUBE, THOUGH PERHAPS NOT AS DOMINANT AS "OCARINA OF TIME."

ZELDA GAMER

2002 THE WIND WAKER

OVER TIME, ITS CEL-SHADED GRAPHICS HAVE AGED REMARKABLY WELL, CONTRIBUTING TO ITS ENDURING APPEAL AND STATUS AS A CLASSIC.

IT'S OFTEN CITED AS ONE OF THE BEST GAMES ON THE GAME CUBE.

ITS THEMES OF DISCOVERY, BRAVERY, AND THE PASSAGE OF TIME RESONATED DEEPLY WITH PLAYERS.

ZELDA GAMER

ZELDA
FOUR SWORDS ADVENTURES
NINTENDO GAMECUBE.
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2004 Four Swords Adventures

"The Legend of Zelda: Four Swords Adventures," released in 2004 March 18, 2004, in Japan; June 7, 2004, in North America for the Nintendo Game Cube, was a bold evolution of the multiplayer "Four Swords" concept.

ZELDA GAMER

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NINTENDO GAMECUBE.

2004 Four Swords Adventures

While its predecessor was a Game Boy Advance title bundled with "A Link to the Past," "Four Swords Adventures" was a standalone console experience that built heavily on the unique connectivity between the Game Cube and Game Boy Advance.

The story serves as a sequel to the original Four Swords and a prequel.

ZELDA GAMER

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2004 Four Swords Adventures

An ominous cloud covers Hyrule, and Princess Zelda, along with the six Shrine Maidens, senses that the seal on the Wind Mage Vaati is weakening.

They invite Link to the Four Sword Sanctuary. However, a mysterious, shadowy figure resembling Link appears and taunts the real Link into drawing the Four Sword.

ZELDA GAMER

ZELDA
FOUR SWORDS ADVENTURES
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2004 Four Swords Adventures

This act not only splits Link into four copies but also inadvertently releases Vaati once again and unleashes a horde of "Shadow Links" across Hyrule.

The four Links must now work together to defeat Vaati, rescue Princess Zelda and the Maidens, and ultimately uncover the true mastermind behind the chaos, which leads to the surprising return of a familiar villain.

ZELDA GAMER

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NINTENDO GAMECUBE.

2004 FOUR SWORDS ADVENTURES

THE CORE GAMEPLAY MAINTAINS THE BALANCE FROM THE ORIGINAL "FOUR SWORDS." PLAYERS MUST COOPERATE TO SOLVE ENVIRONMENTAL PUZZLES. (E.G., PUSHING LARGE BLOCKS, ACTIVATING MULTIPLE SWITCHES, CROSSING GAPS BY THROWING EACH OTHER), DEFEAT ENEMIES, AND PROGRESS THROUGH THE STAGES.

THE LEGEND OF ZELDA
FOUR SWORDS ADVENTURES

ZELDA

GAMER

ZELDA
FOUR SWORDS ADVENTURES
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2004 Four Swords Adventures

Yet, there's a strong competitive element as players vie to collect the most Force Gems is the primary currency and power source for the Four Sword).

The player with the most Force Gems at the end of a stage earns a Heart Container.

THE LEGEND OF ZELDA
FOUR SWORDS ADVENTURES

ZELDA GAMER

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ZELDA GAMER

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2004 Four Swords Adventures

Level-Based Progression Unlike open-world "Zelda" games, "Four Swords Adventures" is structured into distinct, linear stages across eight worlds.

Hyrulean Adventure: The main story mode, designed for both single-player and multiplayer.

Shadow Battle is a competitive multiplayer mode where players directly battle each other.

ZELDA GAMER

2004 Four Swords Adventures

Four Swords Adventures" received generally positive reviews upon its release.

The clever puzzle design, charming visuals, and ability to seamlessly switch between cooperative and competitive play were also highlighted.

Despite its niche appeal due to the hardware requirements, "Four Swords Adventures" is often seen as an ambitious and well-executed experiment in multiplayer "Zelda.

" It further developed the "Four Swords" concept and showcased Nintendo's willingness to experiment with connectivity.

It remains a beloved title for those who were able to experience it with a full group of players.

ZELDA GAMER

2004 The Minish Cap

"The Legend of Zelda: The Minish Cap," released in 2004 November 4, 2004, in Japan; January 10, 2005, in North America for the Game Boy Advance, is a cherished entry in the "Zelda" series developed by flagship Capcom and Nintendo.

It's renowned for its charming visuals, inventive gameplay mechanic, and for providing an origin story for one of the series' recurring villains.

The game begins in Hyrule, where a grand festival is being held to celebrate the defeat of evil by a legendary hero centuries ago.

Link, a young boy, is tasked by Princess Zelda to deliver the ceremonial Picori Blade to the festivities. During the ceremony, the current champion of the Picori Festival, a mysterious sorcerer named **Vaati**, breaks the sacred Picori Blade, unleashing evil forces upon Hyrule and turning Princess Zelda into stone.

ZELDA GAMER

2004 The Minish Cap

Link sets out to find the legendary Minish also known as Picori, tiny, sprite-like creatures visible only to children, who are said to hold the key to restoring the Picori Blade and breaking Vaati's curse.

On his journey, Link encounters a talking, magical hat named Ezlo, who was Vaati's former master and was turned into a hat by his apprentice.

Ezlo begrudgingly accompanies Link, giving him the unique ability to shrink to the size of the Minish, a mechanic central to the game's puzzles and exploration.

Gameplay Mechanics - Shrinking Ability: This is the defining feature of "The Minish Cap."

Perspective Shift: Link can transform between his normal Hylian size and the tiny size of the Minish by using various magical "Minish Portals" tree stumps, glowing spots, etc. scattered throughout Hyrule.

ZELDA GAMER

2004 The Minish Cap

This shrinking mechanic is expertly integrated into every aspect of the game.

What appears to be an ordinary puddle at normal size becomes a vast lake as a Minish Link.

Tiny cracks in walls become pathways to new areas.

Regular objects like pots or books become massive structures to navigate.

This constantly shifts the player's perspective and opens up ingenious puzzle opportunities within familiar environments.

The game encourages extensive exploration, as new areas and secrets become accessible only by switching between sizes.

Finding the right Minish Portal and understanding how the environment changes at a different scale is key to progress.

ZELDA GAMER

2004 The Minish Cap

The Minish Cap" received widespread critical acclaim, praised for its innovative shrinking mechanic, clever puzzles, charming graphics, memorable characters (especially Ezlo), and strong overall design.

It's often considered one of the best games on the Game Boy Advance.

The game's focus on exploration and discovery, combined with its unique size-changing mechanic, made it feel fresh and distinct within the series while retaining the core "Zelda" essence.

It demonstrated that the traditional top-down "Zelda" formula still had plenty of creative potential.

ZELDA GAMER

2006 Twilight Princess

"The Legend of Zelda: Twilight Princess," released in 2006 (November 19, 2006, in North America for Wii; December 2, 2006, in Japan for Wii and Game Cube) was a monumental release for Nintendo.

It served as a launch title for the revolutionary Wii console and was also released simultaneously on the Game Cube, becoming the final first-party Game Cube title.

ZELDA

GAMER

2006 Twilight Princess

It represented a deliberate shift back towards a darker, more realistic aesthetic after the cel-shaded visuals of "The Wind Waker," aiming to appeal to a wider audience and provide a more mature "Zelda" experience.

His quiet life is shattered when shadow monsters kidnap the village's children and Link himself is dragged into a mysterious realm of twilight.

In this realm, Link is transformed into a wolf and imprisoned.

ZELDA GAMER

2006 Twilight Princess

He is then freed by a mischievous imp-like creature named Midna, who becomes his sarcastic but ultimately loyal companion.

Midna reveals that Hyrule is being engulfed by the Twilight Realm, a parallel dimension, and its inhabitants are being turned into spirits.

When in the Twilight Realm, Link automatically transforms into a wolf. In this form, he has different abilities.

ZELDA GAMER

2006 TWILIGHT PRINCESS

MIDNA'S WARP: MIDNA ALLOWS WOLF LINK TO WARP QUICKLY BETWEEN SPECIFIC POINTS ON THE MAP.

SENSE: WOLF LINK CAN USE HIS SENSES TO TRACK SCENTS, DIG FOR ITEMS, AND SEE INVISIBLE ENEMIES AND SPIRITS.

COMBAT: WOLF LINK USES A BITE ATTACK AND A UNIQUE SPIN ATTACK, OFTEN AIDED BY MIDNA.

ZELDA GAMER

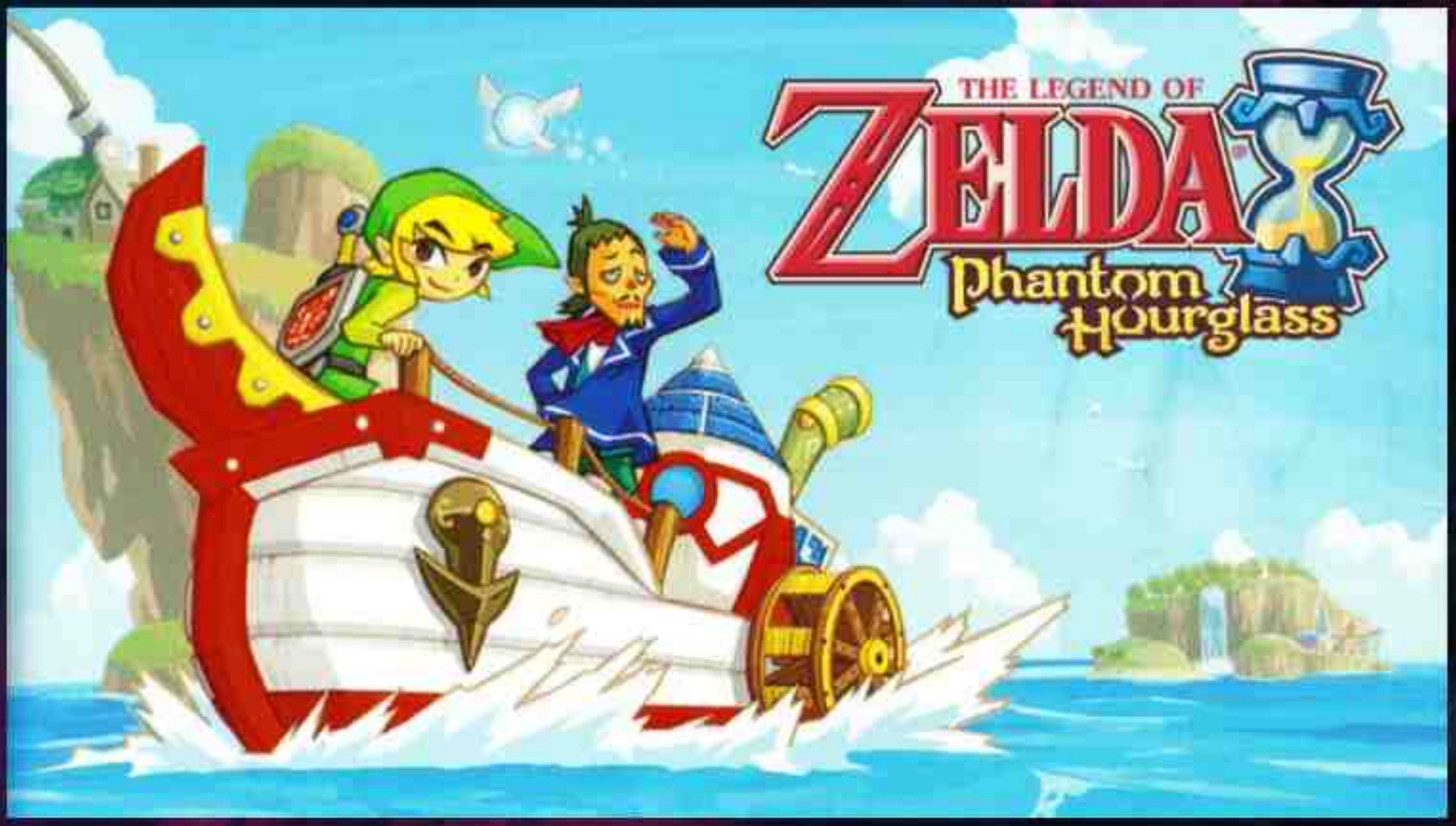
2006 TWILIGHT PRINCESS

SPEAKING TO ANIMALS: IN WOLF FORM, LINK CAN UNDERSTAND AND SPEAK WITH ANIMALS, OFTEN GAINING VALUABLE CLUES.

THE STORY EXPLORES DARKER THEMES OF CORRUPTION, DESPAIR, AND THE STRUGGLE AGAINST OVERWHELMING DARKNESS, MAKING IT ONE OF THE MORE MATURE ENTRIES IN THE SERIES' NARRATIVE.

TWILIGHT PRINCESS" WAS MET WITH OVERWHELMING CRITICAL ACCLAIM.

ZELDA GAMER



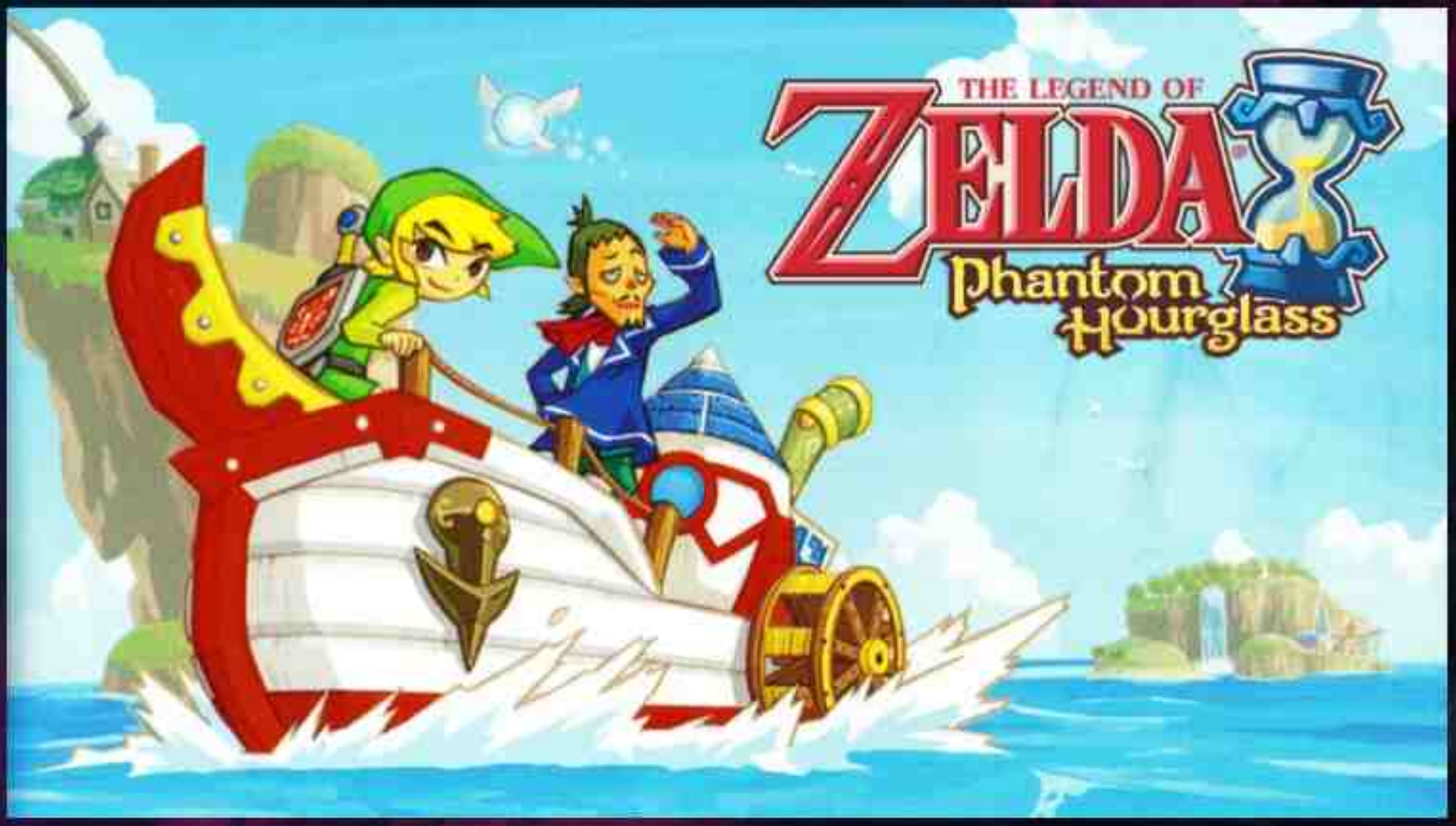
2007 Phantom Hourglass

"The Legend of Zelda: Phantom Hourglass," released in 2007 for the Nintendo DS, continued the cel-shaded art style and oceanic exploration introduced in "The Wind Waker."

It was the first original "Zelda" game designed specifically for the Nintendo DS.

The game picks up directly after the events of "The Wind Waker." Link, Tetra (Princess Zelda in her pirate guise), and Tetra's pirate crew are sailing through uncharted waters in search of new lands.

ZELDA GAMER



2007 Phantom Hourglass

It was a massive commercial success, selling millions of copies and becoming one of the best selling games on the Nintendo DS.

* The game successfully brought the "Zelda" experience to a handheld system without compromise, proving the versatility of the series.

Phantom Hourglass" paved the way for its direct sequel on the DS, "Spirit Tracks," which continued to build upon its touch-based foundation.

ZELDA GAMER

2009 Spirit Tracks

"The Legend of Zelda: Spirit Tracks," released in 2009 for the Nintendo DS, is the direct sequel to "Phantom Hourglass" and continued the cel-shaded art style and touch screen heavy gameplay established by its predecessor.

The game is set a century after "Phantom Hourglass," in a new Hyrule built by the descendants of Link and Tetra (Princess Zelda) on new lands discovered across the Great Sea.

ZELDA GAMER

2009 Spirit Tracks

Link is an aspiring train engineer, preparing for his graduation ceremony to become a Royal Engineer. Princess Zelda invites Link to a secret meeting, revealing her concerns about the disappearing Spirit Tracks and a mysterious Tower of Spirits.

"Spirit Tracks" received generally very positive reviews.

It was a commercial success, selling millions of copies and proving the enduring appeal of "Zelda" on handheld systems.

ZELDA GAMER

2011 Ocarina of Time 3D

"The Legend of Zelda Ocarina of Time 3D," released in June 2011 for the Nintendo 3DS, is a highly acclaimed remake of the iconic 1998 Nintendo 64 title.

Developed by Grezzo and published by Nintendo, it successfully brought the beloved 3D adventure to a new generation with enhanced visuals.

Core game remains intact with the fundamental story, world, dungeons, and gameplay mechanics of the original "Ocarina of Time" are faithfully preserved.

ZELDA GAMER

2011 Ocarina of Time 3D

The game generally ran at a smoother 30 frames per second, a noticeable improvement over the original N64 version's often lower frame rate.

"Ocarina of Time 3D" was met with universal critical acclaim.

It was a commercial success, becoming one of the best-selling titles on the Nintendo 3DS.

"Ocarina of Time 3D" stands as a benchmark for how to remake a classic game.

ZELDA GAMER

2011 Four Swords Anniversary Edition

"The Legend of Zelda: Four Swords Anniversary Edition" was released in September 2011 as a free DSiWare and later 3DS eShop download, celebrating the 25th anniversary of "The Legend of Zelda" series.

This release was a significant upgrade to the original "Four Swords" that was bundled with "A Link to the Past" on the Game Boy Advance.

Introduction of a single-player mode This was arguably the most crucial addition.

ZELDA GAMER

2011 Four Swords Anniversary Edition

The original Game Boy Advance version of "Four Swords" required at least two players to start a game, which was a major barrier for many.

The "Anniversary Edition" introduced a single-player mode where one player could control two Links simultaneously, switching between them with a button press or having one follow the other.

While it could still be a bit challenging to manage two Links at once, it made the game accessible to solo players for the first time.

ZELDA GAMER

2011 Skyward Sword

"The Legend of Zelda: Skyward Sword," released in November 2011 for the Wii, was a pivotal and ambitious entry in the "Zelda" series.

It served as the last mainline "Zelda" game on the Wii.

"Skyward Sword" received widespread critical acclaim, earning very high scores.

It was a commercial success, selling millions of copies worldwide.

ZELDA GAMER

2013 The Wind Waker HD

"The Legend of Zelda: The Wind Waker HD," released in September 2013 for the Wii U, was a high-definition remaster of the beloved 2002/2003 Game Cube classic.

It wasn't just a simple up scaling; it featured significant graphical enhancements, numerous quality-of-life improvements, and leveraged the unique features of the Wii U Game Pad.

The game ran in native 1080p, making the vibrant cel-shaded art style shine with incredible clarity and sharpness on modern HD televisions.

ZELDA GAMER

2013 THE WIND WAKER HD

A COMPLETE REWORK OF THE LIGHTING SYSTEM GAVE THE GAME A MUCH MORE DYNAMIC AND OFTEN SOFTER, MORE ETHEREAL LOOK.

CHARACTER MODELS, ENVIRONMENTS, AND ESPECIALLY THE WATER, GLISTENED WITH A NEW LEVEL OF DETAIL AND REALISM WHILE STILL RETAINING THE ORIGINAL'S STYLIZED CHARM.

IMPROVED TEXTURES AND MODELS: WHILE THE CORE ART STYLE REMAINED, TEXTURES WERE SHARPER, AND SOME CHARACTER AND OBJECT MODELS WERE SUBTLY REFINED.

CRITICAL RECEPTION AND LEGACY:**

THE WIND WAKER HD WAS MET WITH UNIVERSAL CRITICAL ACCLAIM.

ZELDA GAMER

2013 A Link Between Worlds

"The Legend of Zelda: A Link Between Worlds," released in **November 2013** for the Nintendo 3DS, was a highly anticipated return to the classic top-down "Zelda" style, specifically designed as a spiritual successor and direct sequel to the beloved SNES title, "A Link to the Past."

The game takes place many generations after "A Link to the Past" in the same Hyrule.

Link is an apprentice blacksmith who awakens to a strange noise and finds himself caught up in a new crisis.

ZELDA GAMER

2013 A LINK BETWEEN WORLDS

"A LINK BETWEEN WORLDS" RECEIVED UNIVERSAL CRITICAL ACCLAIM, EARNING NUMEROUS PERFECT OR NEAR-PERFECT SCORES.

IT WAS A MAJOR COMMERCIAL SUCCESS FOR THE NINTENDO 3DS, BECOMING ONE OF ITS BEST-SELLING TITLES.

THE GAME IS WIDELY CONSIDERED ONE OF THE BEST GAMES ON THE NINTENDO 3DS AND A HIGHLIGHT OF THE ENTIRE "ZELDA" SERIES.

IT PROVED THAT A CLASSIC FORMULA COULD BE REINVENTED IN EXCITING WAYS.

ZELDA GAMER

2015 Majora's Mask 3D

"The Legend of Zelda: Majora's Mask 3D," released in February 2015 for the Nintendo 3DS, is a highly anticipated and critically acclaimed remake of the cult classic Nintendo 64 game, "Majora's Mask."

Developed by Grezzo, the same studio behind "Ocarina of Time 3D," the time-driven adventure to a new generation with significant graphical enhancements and numerous quality improvements.

ZELDA GAMER

2015 Majora's Mask 3D

Core game remains intact; the dark, existential story of Link's three-day cycle in Termina to stop the moon from falling, his transformation using various masks, and his interactions with the diverse and often melancholic inhabitants, is faithfully recreated.

"Majora's Mask 3D" was met with widespread critical acclaim.

ZELDA GAMER

2015 Tri Force Heroes

"The Legend of Zelda: Tri Force Heroes," released on October 23, 2015, for the Nintendo 3DS, was another unique multiplayer-focused entry in the "Zelda" series.

The kingdom falls into despair when the beautiful Princess Styla is cursed by "The Lady" (a witch from the Drablands).

Devastated, King Tuft issues a worldwide call for heroes who match a specific prophecy: three young men with pointy ears and sideburns (looking suspiciously like Link).

These three heroes must travel to the Drablands, overcome various challenges, and ultimately defeat "The Lady" to break Princess Styla's.

Tri Force Heroes" received generally positive reviews.

ZELDA GAMER

2016 Twilight Princess HD

"The Legend of Zelda: Twilight Princess HD," released on March 4, 2016, for the Wii U, was a high-definition remaster of the acclaimed 2006 Nintendo GameCube/Wii title.

This was the most prominent improvement, bringing the game's visuals up to modern HD standards.

The game ran in native 1080p, making the detailed environments and character models much sharper and clearer than on the GameCube or Wii.

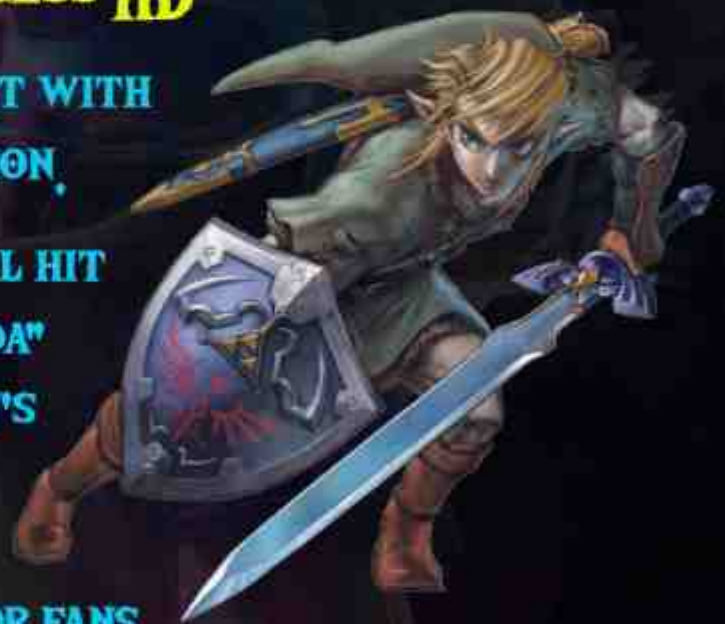
All textures were redrawn and upgraded to a higher resolution, adding more detail to Link's clothing, environmental elements, and character faces.

ZELDA GAMER

2016 TWILIGHT PRINCESS HD

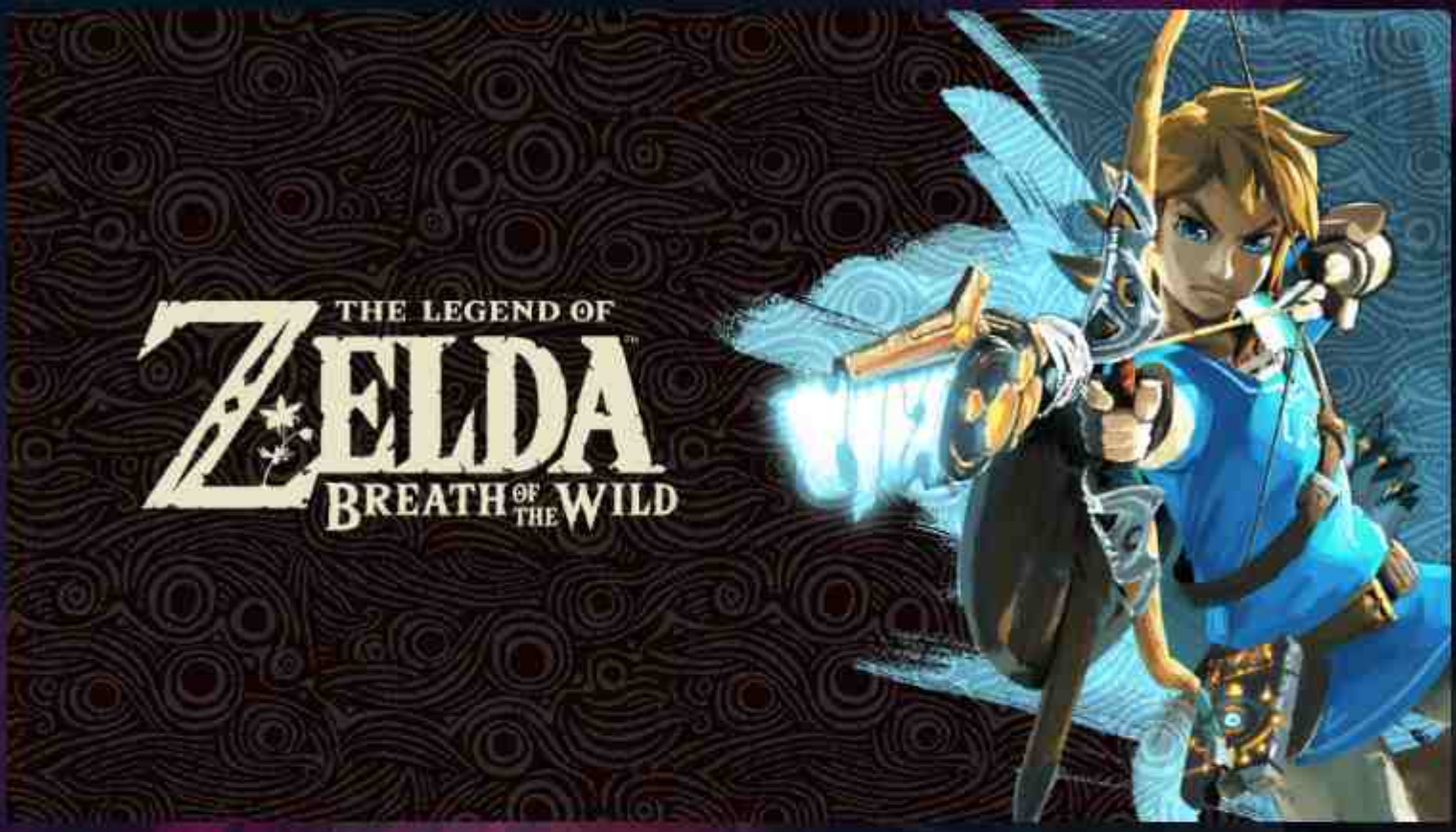
"TWILIGHT PRINCESS HD" WAS MET WITH VERY POSITIVE CRITICAL RECEPTION.

WHILE NOT A MASSIVE COMMERCIAL HIT COMPARED TO SOME OTHER "ZELDA" TITLES (DUE IN PART TO THE WII U'S SMALLER PLAYER BASE), IT WAS A SIGNIFICANT RELEASE FOR THE CONSOLE AND A WELCOME TREAT FOR FANS.



* THE REMASTER FURTHER SOLIDIFIED "TWILIGHT PRINCESS"'S POSITION AS A FAN-FAVORITE, PARTICULARLY FOR THOSE WHO PREFERRED A MORE MATURE AND EPIC "ZELDA" ADVENTURE.

ZELDA GAMER

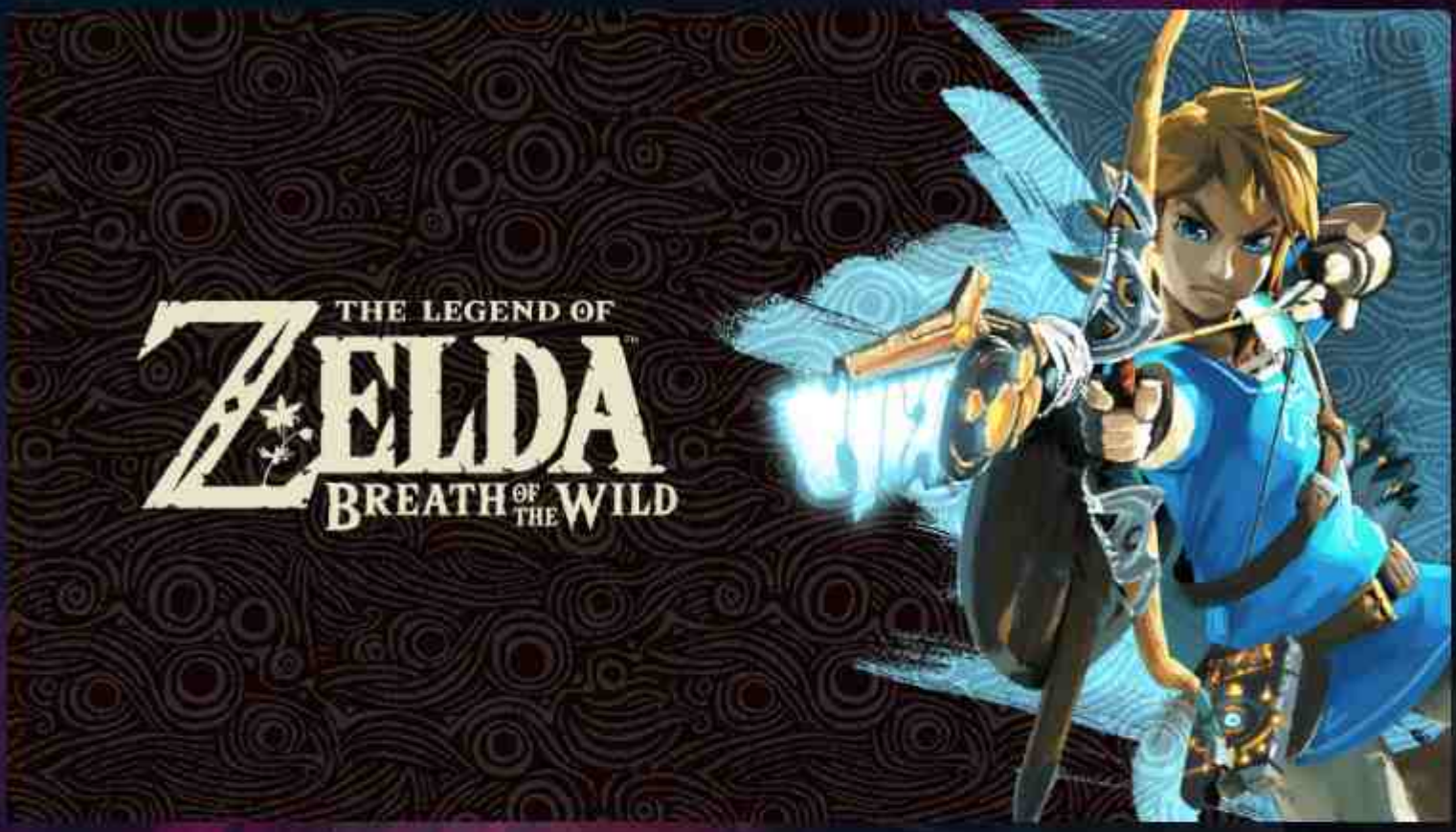


2017 Breath of the Wild

"The Legend of Zelda: Breath of the Wild," released on March 3, 2017, was not just a groundbreaking title for the "Zelda" series.

Launched simultaneously with the Nintendo Switch (and also released on the Wii U), it completely redefined the established "Zelda" formula, embracing a truly open-world design, emergent gameplay, and a strong emphasis on player freedom and exploration.

ZELDA GAMER



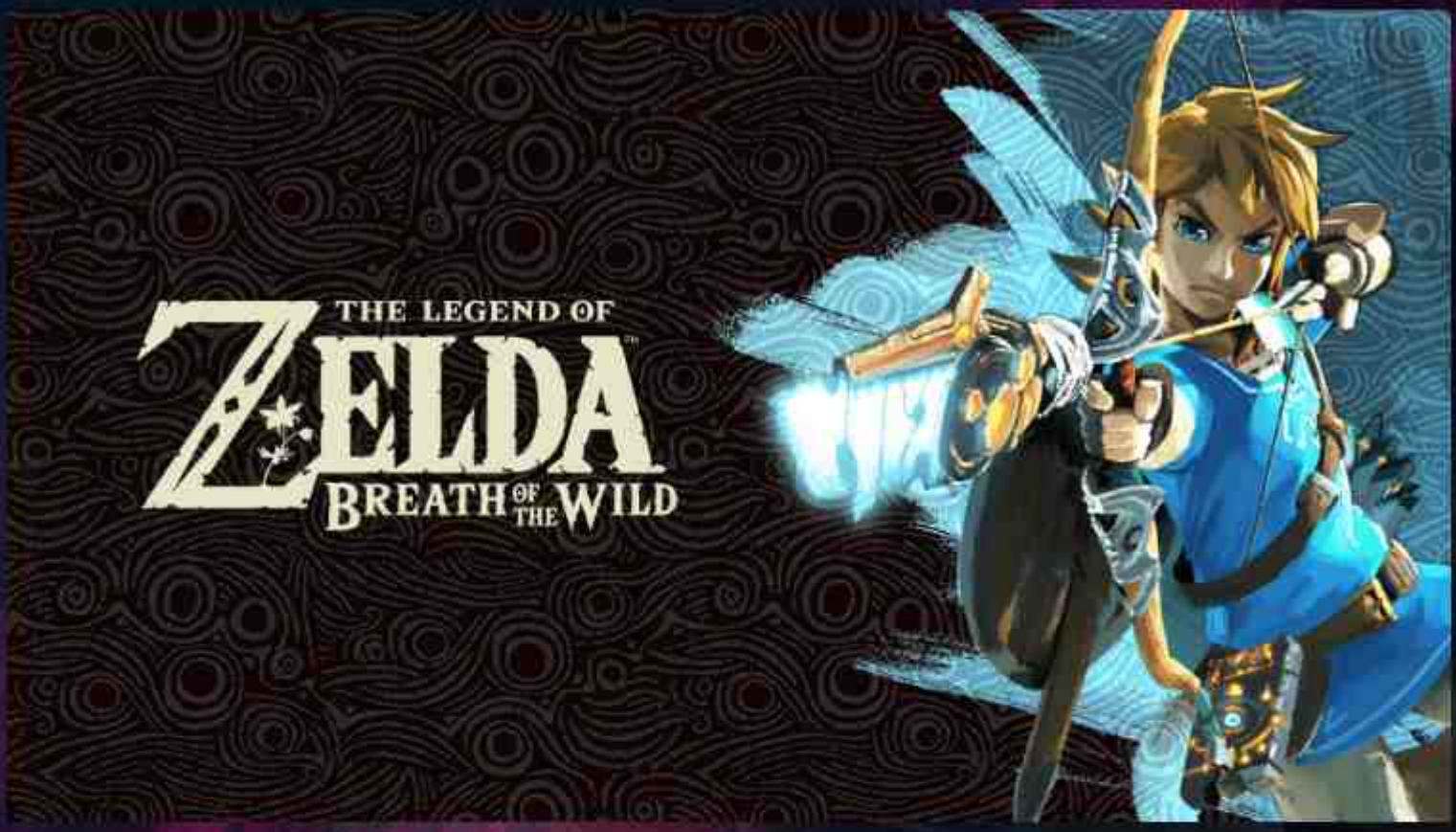
2017 Breath of the Wild

The game is set in a post-apocalyptic Hyrule, a century after a catastrophic event known as "The Great Calamity.

" Link awakens from a 100-year slumber in the "Shrine of Resurrection" with no memory.

He is guided by a mysterious voice and learns that Calamity Ganon, a primal evil, has reawakened and taken control of Hyrule Castle, unleashing an army of corrupted Guardians and Divine Beasts.

ZELDA GAMER

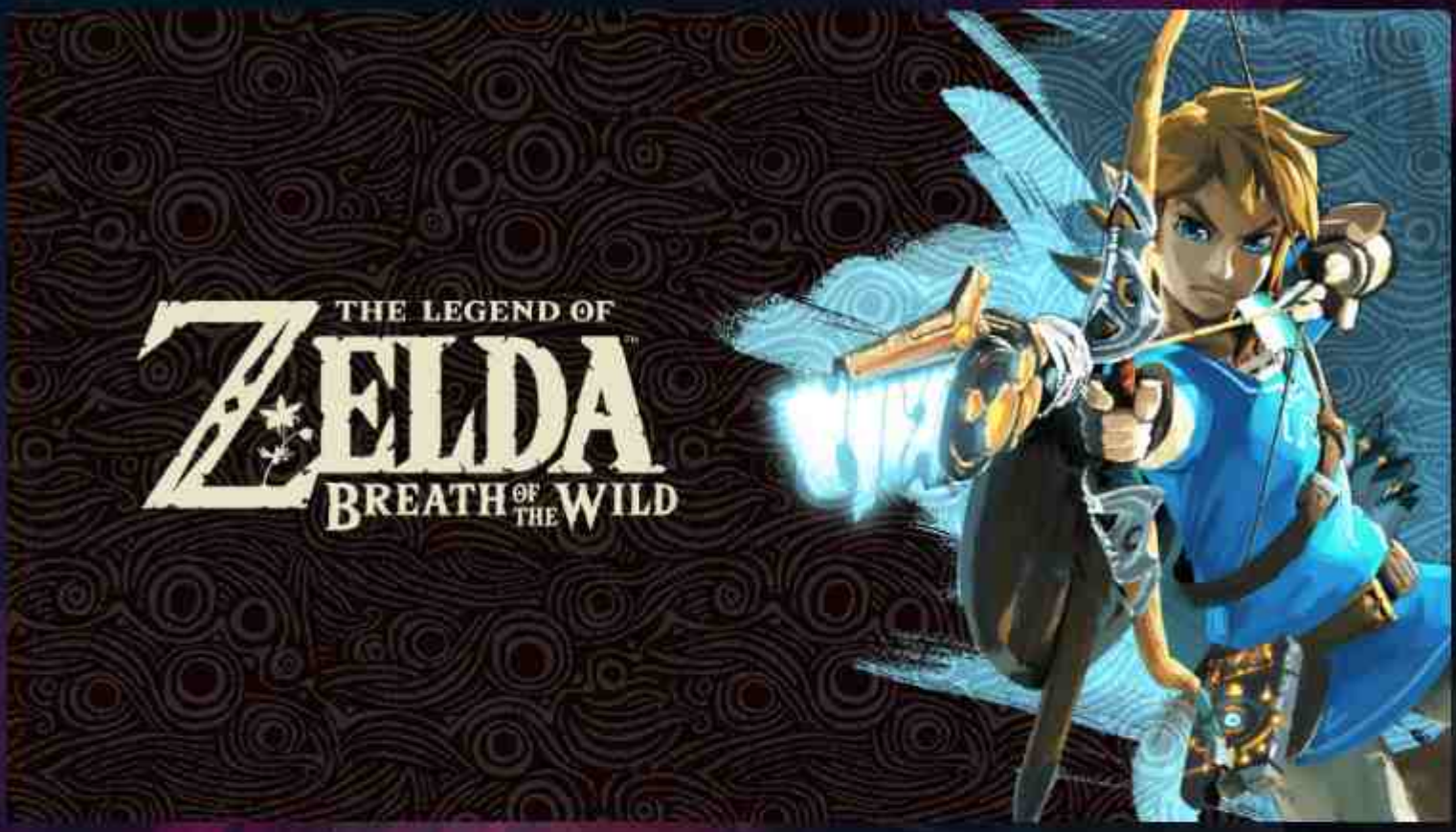


2017 Breath of the Wild

Link's quest is to regain his memories, free the four Divine Beasts (massive mechanical animals piloted by the spirits of fallen champions, and ultimately defeat Calamity Ganon to save Hyrule.

* The story is largely told through flashbacks that Link recovers, revealing the tragic events leading up to the Calamity and his relationship with Zelda and the Champions.

ZELDA GAMER



2017 Breath of the Wild

This non-linear storytelling allows players to engage with the narrative at their own pace.

The game features a beautiful, stylized cel-shaded art style with vibrant colors.

* The atmosphere is often melancholic and serene, emphasizing the ruins of a once-grand kingdom, with sparse but impactful music that reacts to Link's actions and the environment.

Breath of the Wild" received near-universal critical acclaim.

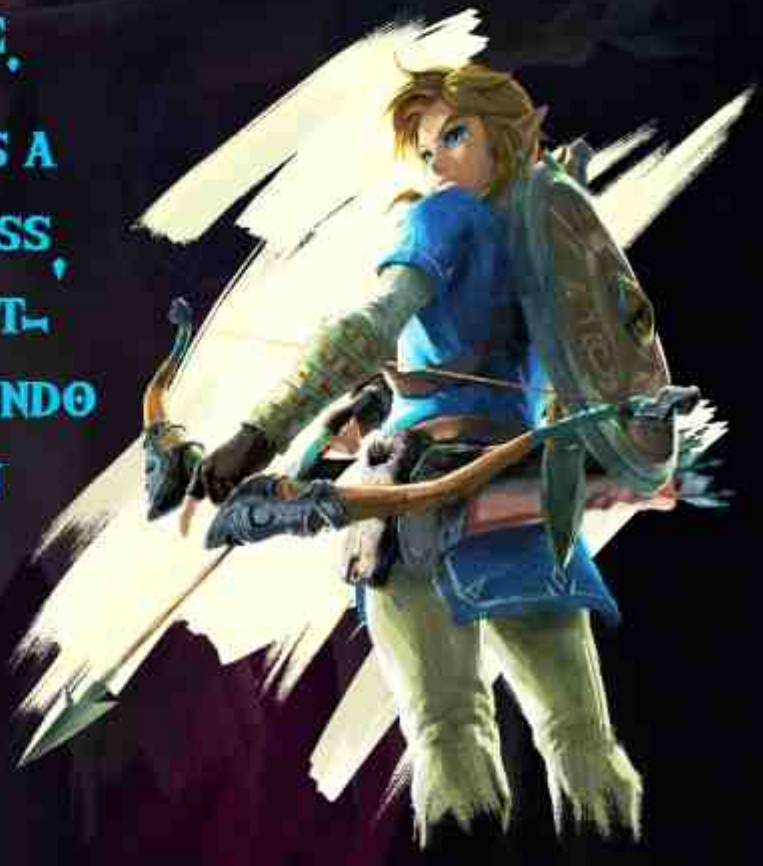
ZELDA

GAMER

2017 BREATH OF THE WILD

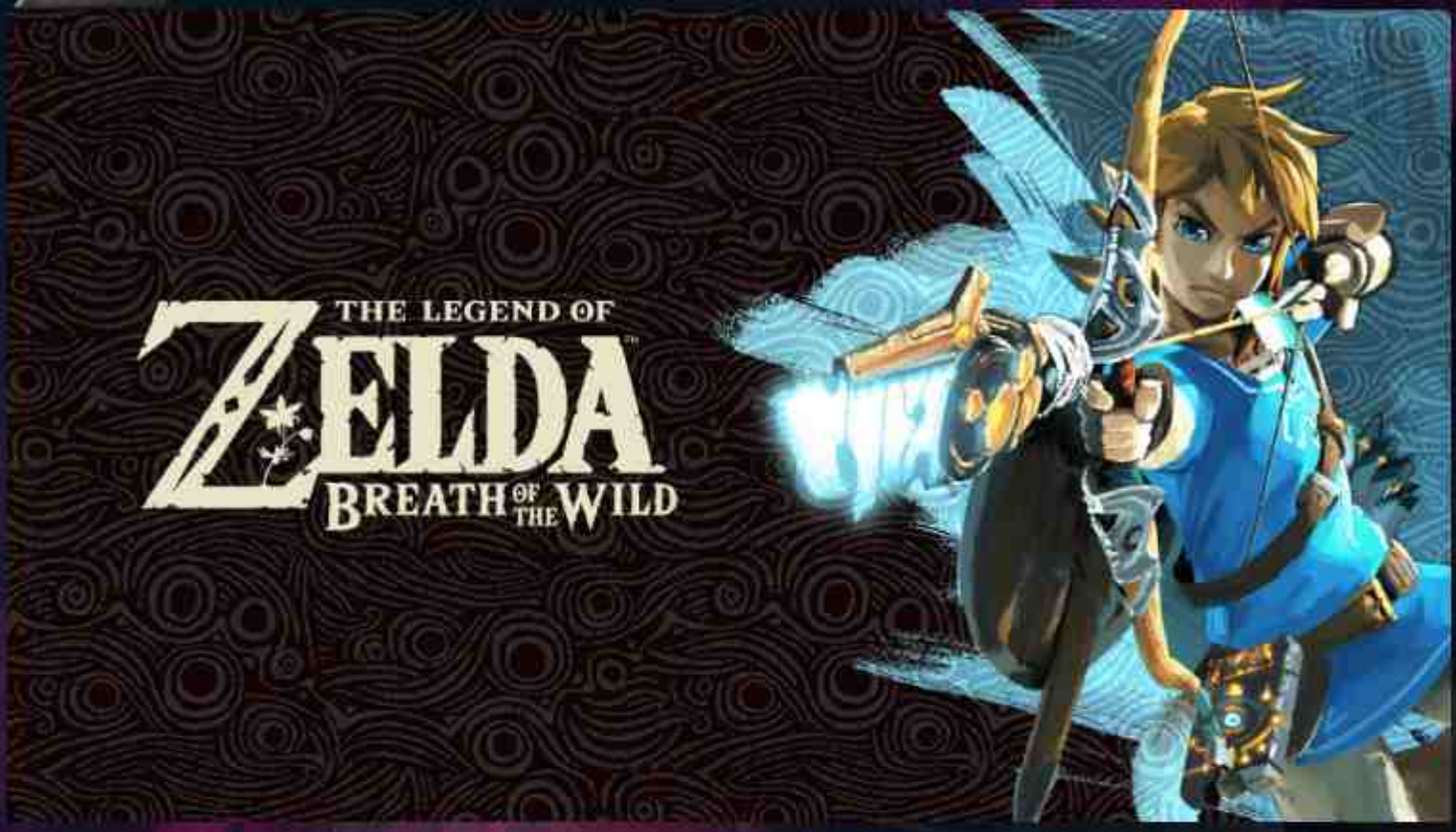
THE GAME IS OFTEN CITED AS ONE OF THE GREATEST VIDEO GAMES OF ALL TIME.

BREATH OF THE WILD WAS A MASSIVE COMMERCIAL SUCCESS, BECOMING ONE OF THE BEST-SELLING GAMES ON THE NINTENDO SWITCH AND A KEY FACTOR IN THE CONSOLE'S SUCCESS.



ZELDA

GAMER



2017 Breath of the Wild

"Breath of the Wild" profoundly influenced the open-world genre, inspiring many subsequent games to adopt its principles of player freedom, systemic interactions, and environmental storytelling over traditional linear progression and excessive hand-holding.

It reinvigorated the "Zelda" series and set a new standard for open-world game design.

ZELDA GAMER

2019 Link's Awakening

"The Legend of Zelda: Link's Awakening," released on September 20, 2019, for the Nintendo Switch, is a charming and highly praised remake of the beloved 1993 Game Boy classic.

Link, after a fierce storm at sea, washes ashore on the mysterious Koholint Island.

With his sword and shield lost, he's found by a girl named Marin, who nurses him back to health.

To escape the island and return home, Link discovers he must awaken the mythical Wind Fish by collecting eight magical instruments of the Sirens scattered across Koholint's various dungeons.

ZELDA GAMER

2019 Link's Awakening

The game maintains the top-down perspective and classic dungeon-crawling, item-gathering, and puzzle-solving formula of the original.

Link's Awakening was met with widespread critical acclaim.

The games was praised for its faithful recreation of the beloved original, its enchanting new art style, its charming soundtrack, and the smart quality-of-life improvements that made the experience more fluid game.

The Game was a commercial success for the Nintendo Switch, selling over 6 million copies worldwide.

ZELDA GAMER

2021 SKYWARD SWORD HD

"THE LEGEND OF ZELDA: SKYWARD SWORD HD," RELEASED ON JULY 16, 2021, FOR THE NINTENDO SWITCH, IS A HIGH-DEFINITION REMASTER OF THE 2011 WII TITLE.

THIS VERSION AIMED TO BRING THE SERIES' ORIGIN STORY TO A NEW PLATFORM WITH ENHANCED VISUALS AND CRUCIAL GAMEPLAY REFINEMENTS, PARTICULARLY CONCERNING ITS CONTENTIOUS CONTROL SCHEME.

ZELDA GAMER

2021 Skyward Sword HD

Link, a student at the Knight Academy in the sky civilization of Skyloft, embarks on a quest to find his childhood friend Zelda after she is pulled beneath the clouds to the dangerous surface world.

The game is chronologically the earliest in the "Zelda" timeline, making it a pivotal story for lore enthusiasts.

Skyward Sword HD" received generally positive reviews.

ZELDA GAMER

2023 Tears of the Kingdom

The Legend of Zelda: Tears of the Kingdom," released on May 12, 2023, for the Nintendo Switch, is the highly anticipated direct sequel to the critically acclaimed "Breath of the Wild."

It expanded upon its predecessor's revolutionary open-world design, introducing new verticality and an unparalleled level of player creativity through its innovative new abilities.

The game begins shortly after the events of "Breath of the Wild," with Link and Princess Zelda exploring a mysterious chamber beneath Hyrule Castle.

ZELDA GAMER

2023 Tears of the Kingdom

Zelda herself vanishes, seemingly transported to the distant past, while Link is gravely injured and loses his arm, which is replaced by a new, magical arm granting him powerful new abilities.

Link awakens on a sky island with the task of finding Zelda, understanding the cause of the upheaval, and once again facing the resurgent threat of Ganondorf and the "gloom" (a toxic substance that drains Link's health).

The story unfolds through a mix of current events and unearthed ancient memories known as "Dragon's Tears".

ZELDA GAMER

2023 Tears of the Kingdom

"Tears of the Kingdom" retains the beloved cel-shaded, expressive art style of "Breath of the Wild," further enhancing it with richer details and environmental effects.

The varied lighting and distinct visual identities of the sky, surface, and depths create diverse atmospheres, from the serene beauty of the floating islands to the oppressive gloom of the underground.

"The Legend of Zelda: Tears of the Kingdom" was met with universal critical acclaim.

ZELDA GAMER

2023 Tears of the Kingdom

The expanded world (especially the addition of the Sky and Depths), the more prominent and emotional story, and the refined open-world design were all heavily praised.

While some noted that the core Hyrule map was familiar, the verticality and new abilities transformed it into an entirely new experience.

It was also a massive commercial success, breaking sales records for the "Zelda" series and for Nintendo.

ZELDA GAMER

2024 Echoes of Wisdom

The Legend of Zelda: Echoes of Wisdom," released on September 26, 2024, for the Nintendo Switch, marks a truly significant moment in the long-running franchise: it's the first mainline The Legend of Zelda game where Princess Zelda is the primary playable character.

Hyrule is once again facing a crisis as mysterious rifts appear across the land, causing its inhabitants, including the familiar hero Link, to vanish into a "still world." With Link gone, Princess Zelda must step up to save her kingdom.

Guided by a tiny, mystical being named Tri, Zelda gains a unique power to combat the growing threat.

ZELDA GAMER

2024 Echoes of Wisdom

Her quest involves traversing Hyrule, delving into these strange rifts, and ultimately unraveling the mystery behind the disappearances and saving her people.

Zelda does not wield a sword like Link.

Instead, her primary method of interaction and combat revolves around a new mechanic: creating "Echoes."

Zelda is equipped with a magical staff called the Tri Rod.

With this, she can create Echoes, which are imitations of objects, enemies, and environmental features found in the world.

ZELDA GAMER

2024 Echoes of Wisdom

Zelda can create echoes of tables to climb over walls, blocks to push switches, beds to block enemies, or even water blocks to solve puzzles or put out fires.

The possibilities for creative problem-solving are vast, reminiscent of the emergent gameplay of "Breath of the Wild" and "Tears of the Kingdom," but within a more classic 2D "Zelda" structure.

After defeating certain enemies, Zelda can also create echoes of them.

ZELDA GAMER

2024 Echoes of Wisdom

These enemy echoes can then be summoned to fight for her, serve as distractions, or even be used to solve puzzles.

The Echo system promotes immense player creativity.

Top-Down Perspective with Modern Visuals: The game adopts the charming, diorama-like art style first seen in the "Link's Awakening" remake, giving it a vibrant and unique visual identity.

The Legend of Zelda: Echoes of Wisdom" has received generally positive reviews.

ZELDA GAMER

2025 Breath of the Wild - Nintendo Switch 2 Edition

The "2025 Breath of the Wild - Nintendo Switch 2 Edition" Enhancements:** This new edition features significant technical upgrades over the original Switch version, including:

Boosted Resolution: Up to 4K when docked, and 1080p in handheld mode.

A much more stable 60 frames per second, even in previously demanding areas.

Dramatically reduced loading screens.

Many environmental textures have been replaced with sharper assets, increasing the game's install size.

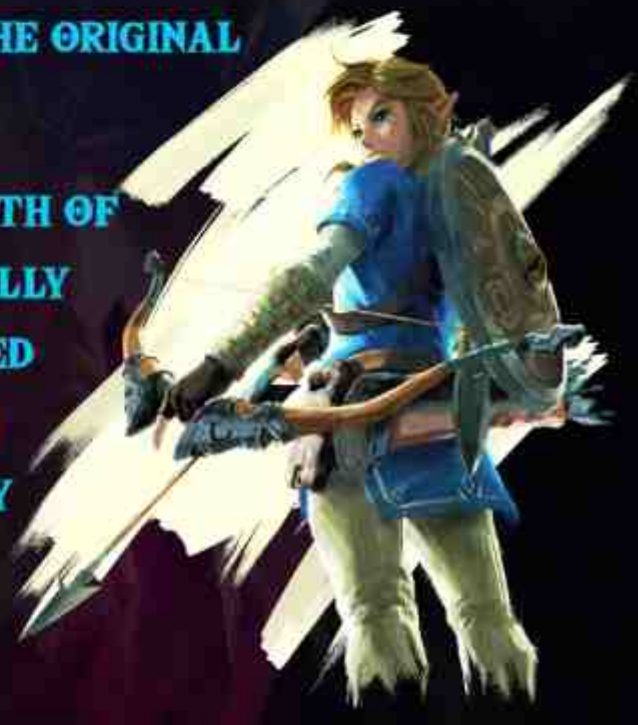
ZELDA GAMER

2025 Breath of the Wild – Nintendo Switch 2 Edition

Owners of the original Breath of the Wild on the Nintendo Switch can upgrade to the Switch 2 edition, either through a paid upgrade or potentially as part of a Nintendo Switch Online + Expansion Pack subscription.

Save data can be transferred from the original Switch to the Switch 2.

This re-release aims to deliver Breath of the Wild as it was perhaps originally envisioned, leveraging the increased power of the Nintendo Switch 2 to provide a smoother and more visually impressive experience.



ZELDA GAMER

2025 Tears of the Kingdom – Nintendo Switch 2 Edition

Legend of Zelda: Tears of the Kingdom* for Nintendo's new console, the Nintendo Switch 2.

It was released on June 5, 2025, alongside the launch of the Nintendo Switch 2 and the Breath of the Wild* Switch 2 Edition.

Switch 2 version provides much sharper visuals, making distant landmarks clearer and small details like dropped arrows easier to spot.

ZELDA GAMER

2025 Tears of the Kingdom – Nintendo Switch 2 Edition

A stable 60 frames per second, significantly addressing the sub-30fps drops that could occur on the original Switch version.

Dramatically reduced loading screens, making transitions between areas like skydiving to the Depths and fast travel much quicker.

Many environmental textures grass, brickwork, cloth, tower materials, weapons, shield designs have been replaced with sharper assets.

ZELDA GAMER

2025 Tears of the Kingdom – Nintendo Switch 2 Edition

contributing to a larger install size (Tears of the Kingdom goes from 16GB to 20GB).

Overall, the Tears of the Kingdom – Nintendo Switch 2 Edition is considered the definitive way to experience the game, leveraging the new console's power to provide a far smoother, sharper, and more immersive adventure across Hyrule.